POLYHEDRON™

Newszine Issue 38

RPGA™ NETWORK

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Ray VanTilburg, an RPGA™ Network member from Terre Haute, IN, has provided us with this illustration of Hugo the Hapless and his owl friend. Ragasnazfrasam, as they prepare to enter Demoncoomb mountain.

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Notes From HQ

GEN CON® Game Fair review

RPGA™ Network HQ was only a few paces from Bullywug Boulevard in the large gaming area at this past GEN CON® Game Fair. HQ resembled a large closet, complete with a tarnished, silver coat rack. Three tables, a file cabinet, a dozen cardboard boxes, and several dedicated and seemingly untiring volunteers were also crammed inside. About halfway through the first day of the convention, a swarm of flies also discovered HQ, drawn there perhaps by the sweet dispositions of the volunteers and the numerous soda glasses. In front of the closet was a large table manned at times by Sylvia Deering, Peter Hague, Mike Selinker, Rick Wright, and several others. They kept players and DMs from walking into the closet and disturbing the flies.

Nearby, DMs gathered to discuss the various scenarios they were running. Players flocked en masse in the lobby and in the Great Hall, waiting to be grouped into sixes and directed to gaming tables. The noise level seemed unbearable at times, and tempers flared occasionally because of the crowded conditions. But everything worked nonetheless.

And it seemed to work well.

The RPGA™ Network has a lot to be proud of because of GEN CON® 20 Game Fair. This convention hosted a record number of tournaments: 31. Of those tournaments, a record number were Masters' events: four. All but the DRAGONLANCE® game world event and the second round of the AD&D® game Masters event were mailed in advance to the judges. There were enough judges for all of the scheduled rounds. The players and judges appeared to have a good time. Even the volunteers smiled at least once.

Nearly half of the RPGA tournaments were provided by companies other than TSR, Inc. This was an important step for the Network, which is becoming more representative of the entire gaming industry. There were, however, a few problems. Conventions can't occur without problems. Fortunately, none of these problems were major, and they were all dealt with promptly and efficiently. As for the crowding caused by assembling teams, this problem should be eliminated next year.

There were, of course, complaints. Several judges and players believed their temporary membership cards listed them at too low a level. A few believed they were listed too high. One gamer said he was upset because he could not play in everything he wanted to, and worse, he had to choose between playing in the *Oriental Adventures* final and another event. Another gamer lodged a complaint about the price of soda in the MECCA. The volunteers complained about the swarm of flies in HQ.

The RPGA Network breakfast was well attended. After the RPGA members and guests feasted on the scrambled eggs and pastries, the *Gamers' Choice* awards and RPGA Network Service awards were presented. The Hyatt kitchen complained that the first 180 gamers in line devoured food the kitchen had prepared for 300, so more food had to be cooked to feed the remainder of the breakfast guests.

The *Gamers' Choice* awards presented for 1986/1987 were:

Best Family Game:
CHASE™ Game by TSR, Inc.
Best Fantasy Role-Playing Game:
GURPS Fantasy by Steve Jackson Games.
Best Science Fiction Role-Playing Game:
GAMMA WORLD® Game by TSR, Inc.
Best Other Category Role-Playing Game:
Teenagers From Outer Space by R. Talsorian Games, Inc.
Best Role-Playing Adventure (tie):
Azathoth by Chaosium and *Sword of the Daimyo* by TSR, Inc.
Best Role-Playing Accessory:
Cthulhu by Gaslight by Chaosium.
Best Historical Strategy Game:
SNIPER!™ Game by TSR, Inc.
Best Science-Fiction Strategy Game:
BATTLETECH by FASA.
Best Miniature Line:
Dr. Who by FASA.
Best Computer Game:
Bards Tale II by Electronic Arts.
Best Play-By-Mail Game:
Starweb by Flying Buffalo, Inc.
Best Professional Gaming Magazine:
DRAGON® Magazine by TSR, Inc.

RPGA Network Service awards were presented to the following members:

Jay Tummelson, Bob Blake, Rembert Parker, Errol Farstad, Jeff Albanese, Steve Null, Keith Polster, Dan Kramarsky, Jeff Martin, Donald Bingle, James Ward, Nancy Krakofsky, and Skip Williams.

These people were recognized for their numerous contributions to the RPGA Network and their work with GEN CON® Game Fair. We hope to make the Service Awards an annual event.

The tournament authors for this GEN CON Convention also deserve thanks and recognition. They are: Jay Tummelson and Lew Wright for the AD&D® Game Feature, "Robber Barron"; James Ward for "The Living City Adventure"; Rembert Parker for the DM Tournament, "In The Village of Martinburgh"; Harold Johnson for the DRAGONLANCE Team Tournament, "A Day Off"; Dan Kramarsky, Bruce Rabe, and Len Lakofka for the AD&D Game Masters, "God's Blood" and "Working for the Wizard"; Michael Selinker for the GAMMA WORLD Game Feature, "The New Janeeva Herald-Prognosticator Final Edition," the BOOT HILL® Game Tournament, "Dr. Brown's Wondrous Miracle Juice," and the Toon tournament, "The Knights of Camel-Hump"; George J. Davie for the TOP SECRET® Game Event, "Operation: Opal Eye"; Richard J. Rydberg for the ORIENTAL ADVENTURES Fluffy Quest Tournament, "Fluffy San"; Rick Reid for the AD&D Game Masters Fluffy Quest Tournament, "Fluffy Unleashed"; Willam A. Tracy for the MARVEL SUPER HEROES® Feature, "A Few Worms in the Big Apple"; Jeff Martin for the MARVEL SUPER HEROES Masters Event, "Journey Into Mystery"; Robert Farnsworth, for the ORIENTAL ADVENTURES Feature, "Wedding Party"; Linda Bingle, Jay Tummelson and Don Bingle for the CHILL® Game Event, "How Are You Gonna Keep Them Down On The Farm After They've Seen Scaree?"; Bruce Rabe for co-authoring the AD&D Game Special Tournament, "The Terrible Trouble at Tragidore"; and Skip Williams for co-authoring the AD&D Game Grand Masters Tournament, "Emerald Isles."

Thanks must also be extended to: Steve Jackson Games for providing the GURPS Autoduel Tournament, "A Flash of Steel"; Games Designers Workshop for providing the Traveller Event, "Memory Alpha"; FASA for the Star Trek Tournament, "Hostile Bivouac"; Sam Shirley and Steve Gilbert of West End Games for providing the First Paranoia Masters, "Close Encounters of the Commie Kind"; Erick Wujcik of Palladium Books for the Teenage Mutant Ninja Turtles Tournament, "Ninja Peril"; Drew Evans for Victory Games' James Bond Tournament, "Diamonds Are Forever"; Games Workshop for the WARHAMMER Event; John Terra for

(Continued on page 23)

Arcane Academe

Teaching old magic new tricks

by Jeff Martin

All hope seemed lost. The goblins would soon breach the spiked door. Most of the adventuring party lay wounded. Only two brave adventurers still stood against the 10 hungry goblins.

"Get in the back!" Dargog yelled to Mondo the Evoker. "I'll take a few with me before they can get to you!"

With a heart-stopping boom, the door crashed to the floor. Dargog gripped his bastard sword tightly and began pondering the wonders of Valhalla. The goblins did not hesitate; they charged and sang the Feastsong. Dargog leapt forward to bravely meet their charge.

Just as the two forces were about to collide, the stench of magic filled the air. The goblins fell to the floor as if asleep! Dargog was stunned, unable to fathom this strange tactic. The look on his face sent Mondo into spasms of uncontrollable laughter. It would be some time before Mondo could successfully put his spell components back into his belt pouch.

One of the greatest thrills when playing the AD&D® game occurs when a spell-caster does what Mondo did: cast a spell that really saves the day. It's good to know that one simple act can save a party; that is one of the major attractions of the magic-user and illusionist classes.

The magic-user

In assuming the role of the magic-user, the player's mindset should be one of a preoccupation with magic. He should use his offensive, defensive, and informational magic to overcome obstacles within an adventure. Although other spell-casters may research spells, the magic-user has the field of study to develop some interesting and useful magics. Players and DM's who do not partake of this interesting and creative aspect of the game are missing something.

First, this game aspect allows the player to help his group immensely. For example, after a series of near-fatal, midnight melees at the campsite, a magic-user/druid character of mine had enough. When winter rolled around, he spent his time researching spells. The results of this research were the spells *Aarcavo's instant alertness* and *Aarcavo's instant lean-to.* The former spell allowed affected creatures to awaken instantly upon command (and were thus able to take action in two segments); the latter spell provided a means of protection from the elements for our charges.

Spell research also allows a player to develop a persona for his character. For example, one of my most bizarre character personas was Thermadillion Alabaster. This character was a monk/magic-user (no longer allowable by AD&D game rules) who specialized in spells dealing with geometric shapes. He developed into a unique and interesting character, and was also a great deal of fun to play. For this reason, I advise players to construct a character's personality and research spells that augment his traits: It is time well spent.

To help the player in his quest for spell knowledge, I have provided a series of unique uses for mundane magical and illusionary spells. These uses follow.

Cantrips

Bluelight: This allows a human magic-user to see in darkened areas.
Change: This is a versatile cantrip for clever players. For instance, a harmless garter snake can be changed into a deadly cobra in a matter of moments.
Flavor: This magic is beneficial when food is used to distract (or provide escape from) a monster.
Hairy: The reverse of this cantrip may be used to retain a character's body heat in arctic environments.
Hide: This cantrip can be used effectively by creative players. For example, the caster can throw it on a closed door, thus creating a painful result to those who try to charge through the doorway).
Polish: Cavaliers greatly appreciate this spell.
Present: Fragile magic items (wands, scrolls, etc.) that are safely stored on the caster's body can quickly be obtained by using this spell.

Spells

Affect normal fires: A bonfire may be reduced to the size of a match, although the heat will not be similarly reduced.
Animate dead: The magic-user can carry a set of bones with him until needed. These bones then can be slid under a door, passed through a portcullis, or thrown over a wall. The spell can then be cast, and the skeleton can be ordered to raise a lever or open a door.
Light (continual): Aside from its obvious uses, this spell can be used to mark a fleeing monster, impress a group of natives, or construct fake magical swords.
Dancing lights: This spell may be used to confuse attacking will-o-wisps.
Deeppockets: If the duration of this spell expires while the material is still within the *deeppockets,* there is a chance that material will be lost in the Astral Plane forever. This affords magic-user's a means of ridding themselves of unwanted items (evil-enchanted or cursed).
Detect evil: According to the text on page 60 of the *Dungeon Masters Guide,* the effects of this spell are very limited. *Detect evil* only detects extreme evil; most NPC's do not fall within this area.
Detect magic: There is a 10% chance per level of the caster that the type of magic may be discerned. This spell is useful in determining if a doorway, for example, radiates magic of a specific type (illusion, alteration, conjuration, etc.).
Dispel magic: This spell can be cast on a single magic item to make it nonmagical for one round (*carpets of flying* and *figurines of wondrous power* are good examples).
Feign death: This magic may be used in place of a *slow poison* spell; it is also proof against energy-draining attacks.
Fire trap: Before an adventure, small vials can be the target of this spell. These vials can then be used as traps or warning devices (with proper use of string and nail).
Glassteel: Wands of crystal and glass should be the target of this alteration.
Hold person: By throwing this spell at the front of a group of charging monsters, a spell-caster may, because of the sudden immobilization of the creatures, cause problems for those monsters bringing up the rear.
Item: Huge barrels of flaming oil can be instantly summoned with this spell.
Knock: Shackles and chains are affected by this spell.
Levitate: Single, powerful foes are good targets for this spell: They must make saving throws or begin to float!
Lightning bolt: Note that wooden doors splinter and up to 1" of stone shatters when struck by a *lightning bolt.*
Magic mouth: With an obscure triggering phrase, this spell can be used to make an object radiate magic permanently.
Monster summoning (I-VII): The summoned monsters can be made to appear on the other side of a locked portcullis or a raised drawbridge.
Mount: This spell has the subtitle "Instant chow for big, hungry monsters."
Polymorph any object: Clever players may turn

fearsome monsters into snails by throwing a *polymorph* spell. These snails may then be used at some later point by merely dispelling the spell at an opportune (or inopportune) time.
Polymorph other: See *polymorph any object.*
Polymorph self: For fast travel, a quickling is a prime choice for transmutation (movement figure of 96″).
Push: This spell is more effective as the caster gains more levels. For example, a 16th-level magic-user can move an 800 pound monster by employing this spell.
Shape change: This spell is very powerful in the hands of a clever player. For instance, a nilbog is often overlooked as a monster players may change into. The advantage of such a change is that a nilbog is healed of damage on a point-for-point basis.
Spider climb: This magic can be used offensively to make an enemy's hands too sticky for casting spells.
Stone to flesh: When targeted on ceilings, pillars, and other strategically located stress points, this spell's power is greatly increased.
Telekinesis: A great amount of force can be harnessed with this magic. With this spell, a 12th-level magic-user could propel a 250-pound object at a speed of 1,024″.
Tongues: This spell is devastating when cast upon enemy commanding officers.
Transmute rock to mud: See *stone to flesh.*
Wall of Ice: Note that heavy objects that are submerged underwater can be raised by casting a *wall of ice* around them. The *wall of ice* will then float to the surface.

The illusionist

The illusionist class is perhaps the most unlimited and limited class in all of the AD&D® game. Illusionist spells are very versatile and adaptable to a situation, and the effects may be as clever as the player wishes. However, the class is still limited by the shortcomings of the rules regarding illusions. The only text provided to the players and DM is that of the individual spells. Many of these spells are vague and undefined with regard to areas of effect, durations, and extracurricular effects. As a result, DMs define and run illusionary spells in different ways. The illusionist player must sit down with the DM and hammer out the exact details of his spell abilities (not an easy task). Once this is out of the way, the illusionist player can then use his powers of illusion to hurdle the obstacles of the adventure.

Spells

Chromatic orb: When used with the cleric spell *command* (as in "Here, catch!"), this spell is doubly effective.
Conjure animals: See the magic-user spell, *mount.*
Dancing lights: See the magic-user spell.
Deafness: Creatures who detect movement primarily by sound (and creatures who use sonar) are effectively blinded by this spell.
Detect magic: See the magic-user spell.
Dispel magic: See the magic-user spell.
Gaze reflection: Besides being useful against petrification, this spell is a boon against intense light attacks.
Magic mouth: See the magic-user spell.
Minor or major creation: This is a powerful spell when used by a clever player. Bushels of wolfsbane and garlic, a small raft, and a huge canvas (over a group of monsters, perhaps) are examples of creations made possible by these spells.
Prismatic wall: A *wall of fog* cast in front of a *prismatic wall* adds greatly to its power.

Welcome to Magic-User University

Guidelines for magical instruction

by Linda and Vanessa Holt

Taliesin frowned. Another application to his school, Magic-User University. How many more would he have to sort through? Three more elves, 10 humans, a half-dozen half-elves . . . he would have to organize this better. Taliesin Fields formed this school a short millennium ago. Where had the time gone to. Already his brochures had become old and brittle, falling apart at the touch of a finger.

Taliesin called for one of his apprentices, a young girl whom he called Sparrow. She was one of the more talented students at the school, and could be trusted to help revise the school's courses and the brochure. After Taliesin explained to her what needed to be done, Sparrow started working diligently at her task. Although not yet a prestidigitator, she possessed the intelligence to decipher many higher-level spells. Dipping her quill in the deep blue ink, she wrote up the new ideas she had for attracting people to the school.

The only school of magic within several dimensions, Magic-Users' University offers a wide variety of courses for the aspiring wizard or wizardess. Located on 250 rolling, forested furlongs, and nestled between two pits of liquid fire, our school boasts many fine graduates.

Classes are held within astral projection distance of each other, in 10 buildings protected from miscast spells by many powerful charms. However, there are so few miscast spells here, we don't really need them! Being well-cared for, these buildings have survived many a war and storm. But what they need is you: young and old seekers of knowledge.

Even races such as drow elves, who require underground classrooms, are provided for at Magic-User University. No one will be discriminated against due to race, size (we have several brownies and a giant enrolled here, although classes for the latter are held in a room with a very high roof), or sex. The teachers provide a full range of role-modeling outreach to the diversified student body, as they are likewise of many varieties.

Unlike some magic-user schools, where enrollment is open to anyone who can pull a shrew out of a capulet (and has 40 gp to spend), admission to Magic-Users' University demands exacting criteria established by its founder and benefactor, Taliesin Fields. Tuition is tied to intelligence, with those who score at 18 and above receiving 90% of their tuition paid by the MUU Foundation. This chart follows:

Table 1
Percentage of Tuition Paid

Intelligence	Tuition paid
9-10	0%
11-12	10%
13-14	25%
15-16	50%
17	75%
18 +	90%

Students are required to pay five gp per credit (with a minimum of 30 credits at the end of the year). If they cannot make these payments, loans may be given, but must be paid back within three years at a yearly interest rate of 3%. Students applying for loans may be turned down if they are from the upper classes, as they should be able to pay. Also, students may be turned down for a loan if they do not display sufficient interest in the magical arts.

The following tables list courses offered in each of the three years. Next to each year is the title of the aspiring magic-user and the experience points which must be accumulated at the end of each year, assuming at least 30 credits have been earned. If 30 credits have not been earned in a year, summer work may be performed. If such arrangements are not made, the student will be required to stay for yet another year at MUU, paying that additional year's tuition. For every credit above 30 earned (to a maximum of 40 credits), 20 extra experience points may be gained.

Table 2
First Year Courses

First year	Credits
Meditation	2
Language of Magic	4
Magic Identification I	3
Spell Scribing	3
Fasting	1
Reversed Cantrips	3
Useful Cantrips	4
Concentration I	4
Translating Magic to Common	3
Inks for Scrolls	1
Wand, Staves, Rods, and Rings	2
Use of Herbs and Fungi	3
Speaking in Magic	4
Haunting Cantrips	3

* Neophyte is at −1,001 experience points at the end of the first year.

Table 3
Second Year Courses

Second year	Credits
Person and Person-Affecting Cantrips	3
Concentration	2
Speaking in Magic II	2
Control of Magic	4
Potions: Which is Which?	2
Herbs and Blood in Inks	3
Explaining Components	4
Cantrip Review and Test	4
Runes	2
Material Components	2
Advanced Magic Speech	3
Magical Protections	4
"Don't Talk to Demons" Safety Course	3
Pentagrams and Thaumaturgic Circles	3

* Initiate is at −500 experience points at the end of the second year.

Table 4
Third Year Courses

Third year	Credits
Magical Properties of Gems	2
Legerdemain Cantrips	3
Beginning Cantrip Invention	2
Advanced Runes	2
Control of Magic II	3
Scribing Cantrips onto Scrolls	3
Recognizing Explosive Runes and Other Dangers	2
Herbal Medicine	3
Artifacts and Relics	2
Multi-Classing with Clerics	2
Finals on Cantrips	4
Test on Magic Identification	4
Advanced Herbs and Inks	3
Using Components of All Kinds	4
Psionic Training	2
Read Magic (1st-level Spell)	3

* Initiate is at -1 experience point at the end of the third year.

Course descriptions
First-year courses

Meditation: Learning to focus your attention on the spell.

Concentration: Continuation of Meditation, goes into more depth on concentration techniques.

Concentration II: Final course in this area; student must have taken previous two for enrollment herein.

Language of Magic: Learning the basics of the magical speech.

Magic Identification I: Detecting magical items.

Spell Scribing: Safely writing spells and using proper pens and inks.

Fasting: How going without food increases effectiveness of spells.

Reversed Cantrips: Making spells have the reverse effects.

Useful Cantrips: All students required to take. Teaches the necessary spells.

Translating Magic to Common: Cannot take unless Language of Magic is also being taken.

Inks for Scrolls: Cannot be taken unless spell scribing is also taken.

Wands, Staves, Rods, and Rings: Teaches the kinds and uses of these items.

Uses of Herbs and Fungi: Practical uses of these natural magic items and how they are used in spells.

Speaking in Magic: It is recommended that this be taken with Language of Magic; it provides a guide to correct pronunciation.

Haunting Cantrips: Teaches the cantrips used to make odd sounds.

Second-year courses

Person and Person-Affecting Cantrips: These cause minor irritations or objects to appear on a person's body.

Speaking in Magic II: Expands upon Speaking in Magic, to show how more difficult words and phrases are pronounced.

Control of Magic: Important course on how to prevent spells from miscasting.

Control of Magic II: Follow-up course to Control of Magic.

Potions: Which is Which?: Allows students to determine safe and harmful potions and what mixing results could be.

Herbs and Blood in Inks: An expansion on the earlier ink courses that teaches how common things can be used for magical inks.

Explaining Components: This course tells the types and purposes of components.

Cantrip Review and Test: For those who took all cantrip courses thus far.

Runes: Teaches the basic runes and their purposes.

Advanced Runes: Completes runes course.

Material Components: Demonstration of all major types and their uses.

Advanced Magic Speech: Taken only if a Magic Speech student does exceptionally well.

Magical Protection: Demonstrates the most important magical protection spells and items.

"Don't Talk to Demons" Safety Course: Tells about dangers of summoning and the rules of pentagrams.

Pentagrams and Thaumaturgic Circles: Teaches how to use them and when you should not.

Third-year courses

Magical Properties of Gems: Tells the abilities of gems and how they can be used in spells, inks, and charms.

Legerdemain Cantrips: This demonstrates the uses of cantrips enabling the caster to change an object's appearance.

Beginning Cantrip Invention: Shows how you can make your own minor spells.

Scribing Cantrips onto Scrolls: Puts training into use to write spells the apprentice has learned with materials they were taught to use.

Recognizing Explosive Runes and Other Dangers: An important course showing how to recognize magical protections without the use of magic.

Herbal Medicine: The druidical course for magic-users! Learn what herbs can be used in spells and healing.

Artifacts and Relics: Teaches history and powers of artifacts and relics (as well as which are which).

Multi-Classing with Clerics: For half-elves only, how to use both classes effectively together.

Finals on Cantrips: A must for all graduates. Must know one of each type and have minimum number of spells in book.

Test on Magic Identification: An important ability, which allows magic-users to identify magic items with or without the use of magic.

Advanced Herbs and Inks: Finishes courses in this area, concluding with a test.

Using Components of All Kinds: How to use somatic, material, and verbal components properly at all levels.

Psionic Training: Teaches Magic-Users how to use this power if they have it, but will not give the ability itself.

Read Magic (1st-level spell): If the apprentice wishes to become a prestidigitator (first rank magic-user), he or she must take this to learn the spell and how to scribe all other 1st-level spells.

Upon graduation, new magic-users receive the following items:

* Book of cantrips.
* Book of first-level spells.
* Robe (with or without box of glittery, self-adhesive stars).
* Pointy hat.
* Permission to use Magic Shoppe.
* One month's supply of spell components.
* Lifetime membership in the Magic-Users' University Alumni Association.

The Magic Shoppe is located conveniently in the center of the University, and all spell components are sold there. Rare and very rare components should be checked at a 45% and 25% chance respectively. Prices are standard.

Closing notes

Although the authors mention some abilities here which magic-users do not have in the *Player's Handbook,* in cases where the DM deems otherwise, magic-users may have additional non-magical abilities. Without the spell, *detect magic,* for example, magic-users may be given a 5% chance to determine whether a ring or potion is magical. Also, it might seem logical that magic-users would know what to use when they write spells into their spell books. Many magical properties of gems, herbs, and other items can be found in the *Dungeon Master's Guide.* In this case, magic-users may be allowed a 10% base chance (+1% per level of experience) to determine what these properties are.

Sparrow finished the brochure. She went back, reviewed it, and checked it for typographical errors. There being none, she smiled, sorted her papers and left the room to deliver them to Taliesin.

The Critical Hit

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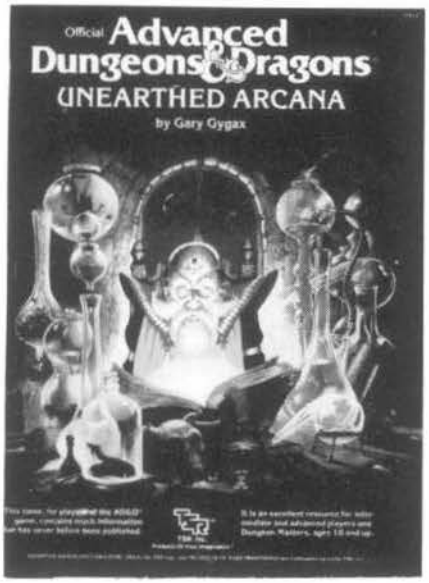


Look what's been dug up in *Unearthed Arcana*

by Errol Farstad

". . . All of the new discoveries, plus a wealth of just uncovered secrets, between one pair of covers." (Preface by Gary Gygax, page 3, *Unearthed Arcana)*

Many of you will be asking why it has taken me so long to do a review of *Unearthed Arcana.* Well, a lot of it deals with time. The time I actually write the articles and the time they are published are two entirely different situations. When *Unearthed Arcana* was originally published, I had already submitted four to five articles to POLYHEDRON™ Newszine, so it was going to be a while before my faithful readers would get to read an article on the aforementioned book.

By now most, if not all of you, have already purchased your copy of *Unearthed Arcana* and have already formed your own opinions. So be it. But there are, I'm sure, a few readers out there who have not yet purchased this game book, or even glanced at it for that matter.

The publication of *Unearthed Arcana* was announced way back in DRAGON® Magazine issue #95 as ". . . an interim volume to expand the *Dungeon Masters Guide* and Players Handbook. . ." and published shortly thereafter so that those of us who had photocopies and notes of what had been published in prior DRAGON Magazines had it all in one nice, neat volume. Sounds great, right?

Packaging: * * * * (9)

The cover art by Jeff Easley is well done. It's colorful, it catches the eye, and it causes one to wonder exactly what the wizard is brewing amongst his alembics and crucibles. Within are two separate sections, one for the players, another for Dungeon Masters. Each section contains a compendium of many of the articles seen in past issues of DRAGON® Magazine, as well as new material, all printed on fairly heavy-stock paper.

Rules and explanations: * * * * (9)

The new rules are quite extensive and easily understood, ranging from the new character ability of comeliness to the nomenclature of pole arms. There are numerous highlights in this new game book. First, offshoots of current races have been added to the elven, dwarven, and gnomish races. Likewise, the new class-level limitations for all demi-humans have been introduced.

Three new character classes — the cavalier, barbarian, and thief-acrobat — have been officially adopted into the ranks of PC classes available to AD&D® game players. Adjustments also have been made to the paladin, druid, fighter, and ranger classes. For example, paladins are now a subclass of cavalier; druids may now rise higher than the 14th level previously available; and fighters and rangers may now specialize in weapons. Many new items and weapons (magical and nonmagical), new types of armor, new lists of spells, and so on have been added to the veritable plethora of information encased in this volume.

Degree of difficulty: 2

While the rules in *Unearthed Arcana* are clear, I think players with a minimum six months of experience are best suited to adapting this book into their campaigns.

Miscellaneous: * * (4)

Although **Unearthed Arcana** is a good addition to the AD&D® game system, there are a few problems with it:

1. There are many typographical errors within **Unearthed Arcana** — so many, in fact, that DRAGON Magazine published an errata sheet in issue #103. True, the magazine didn't have to do this, but the typographical errors should never have been made in the first place. Not proofreading the work before "putting it to bed" created the notion in my mind that there was too much of a hurry to produce this otherwise fine work.

When consumers fork out $10 to $12 for any product, they expect the best product for their money. This is doubly true with regard to buyers of TSR, Inc. products. Over the years, gamers have come to view TSR, Inc. as the mother of role-playing game companies. Therefore, this company has the responsibility of being doubly cautious with its products.

2. I have no complaints about the location of tables and charts within *Unearthed Arcana,* nor any complaints about the indexes for aforementioned tables and charts thereof; these all seem to be well indexed. However, some mention could have been made in the Table of Contents on page 5 that the Dungeon Masters Section begins on page 73.

3.I had a minor problem with my original copy of *Unearthed Arcana: the back binding came loose through no fault of mine, and so it has gone into early retirement, and I have purchased another. Normally, replacing this volume would be no problem; this copy, however, was autographed by E. Gary Gygax. While I now have a working copy of Unearthed Arcana,* it's a bit difficult to get it reautographed when the author lives some 2,000 miles away. I don't know if the problem I had with my original Unearthed Arcana was an isolated incident, or if there are others who had the same problem. If the latter circumstance is the case, something should be done to correct this bindery flaw.

Overall: * * * (8)

Aside from the problems mentioned above, *Unearthed Arcana* is a welcome and much-needed addition to the AD&D® game system. There are many things I did not mention due to the lack of space for this article. Overall, though, *Unearthed Arcana* is indeed worth the $10 to $12 you pay for a copy. I highly recommend this TSR product!

Well, that's it for now. Hope to catch you next issue! Remember, if there's anything in the way of role-playing games you wish to see reviewed, write to me, Errol Farstad, care of POLYHEDRON™ Newszine. May the dice be with you!

ESCAPE FROM DEMONCOOMB MOUNTAIN

By Jay Tummelson and Lew Wright

An AD&D® Adventure for Six Characters, Levels 2-14

Prefatory Note

This was the first RPGA™ Network Grand Masters Tournament. It was held in Evansville, IN, at Glathricon, in June, 1987. It was shortly after "Spring Fever," the first AD&D® Masters Tournament, that a certain player (who shall go nameless for his/her protection) commented on the unusual characters in that event, and asked, "What will they have us play next? Sentient weapons?" To this player, the authors offer their hearty thanks for the suggestion. It is to this player that *Escape From Demoncomb Mountain is dedicated.*

Dungeon Master Background

Five of the six player characters in this adventure are sentient magical items; the sixth is the poor adventurer who possesses (and is possessed by) them. Because of the emphasis on the characterizations and the nature of the PCs, it is essential that the DM is familiar with all the information on the character sheets. In doing this, it is suggested that the DM photocopy the character sheets provided for the players and keep the copies for reference.

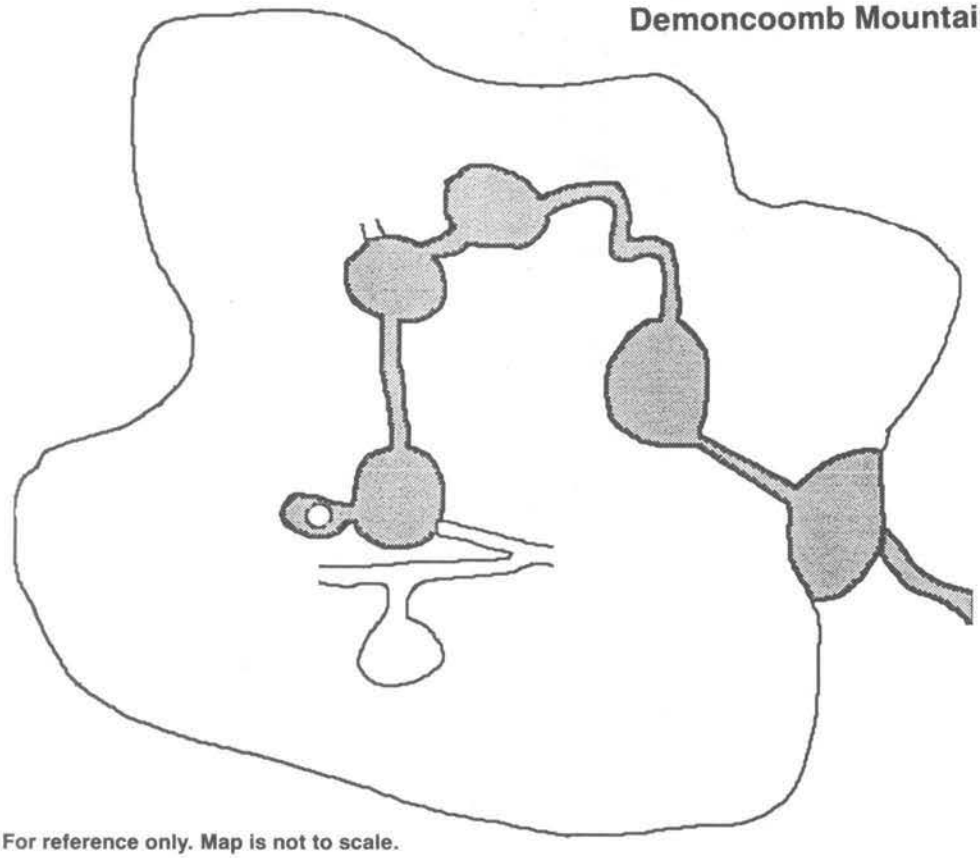
Character Overview

Hugo the Hapless	Human FTR/MU/CL/TH, Level 2/2/2/2 (NG)
Electra	*Wand of Wonder* (CN)
Kenny	*Ring of Telekinesis* (LN)
Hurdles	*Boots of Striding and Springing* (CG)
Skizzo	*Sword, +4 Defender* (LG)
Sharko/Rangie	*Gauntlets of Climbing and Swimming* (CN)

The overall task for the characters is quite simple: Hugo must get out of Demoncoomb Mountain with all of his magic intact and in hand. A player's map is included (drawn by Galen, the FTR/TH), along with the DM's maps. The players' map should be given to the six players at the beginning of the adventure.

The egos, levels, intelligences, and charismas of all PCs have been designed so that no character has an edge in any personality conflict that may (and certainly will) arise. (A simple method for dealing with these personality conflicts is described later.) The PCs are designed to have minor conflicts, but must find a way to cooperate or they may never leave the room, much less escape from the mountain.

Player's Map 1
Demoncoomb Mountain



For reference only. Map is not to scale.

Map courtesy of Michael Lach

The enchantment and personality of each item is such that Hugo probably cannot leave it behind for any reason. For purposes of this tournament, no item can be destroyed, and Hugo should be kept alive if at all possible. Entropia can (and will) come to the players' aid if the need arises — if only to keep them alive to watch them stumble at the next obstacle. This module is designed to emphasize role-playing, so try to keep all the players in the game.

A Resolution for Personality Conflicts

Since all six characters have been designed to be equal in any personality conflict, the following simplified method for quickly resolving these inevitable disagreements is offered. Each time a conflict arises, have each player indicate his choice in the matter and roll 1d20. Players who have no opinion do not roll the die, as they will not have an influence in the matter. The rolls for each choice are totaled. The choice with the highest score is the one that carries the conflict and determines the action the party takes. Thus, if the decision is the use of one of the magic items, Hugo must use the appropriate command word to initiate the action; the action will not occur until Hugo does so. Of course, Hugo will act as requested because he is compelled by the combined wills of his magic items.

Because of the strong wills of each character, no PC (not even Hugo) is capable of independent action. When conflicts arise, allow a short period for discussion (no more than five minutes of real time), then request a decision on what action is desired. If the players cannot or will not come to a decision when asked, they do nothing during that round.

The authors acknowledge the high degree of rules variance in this system (a variance characterized throughout this module), but feel it promotes more interesting play by simplifying the conflict resolution process. Apologies are made for any inconveniences that result.

Notes For Player Character Descriptions

Hand out the character sheets randomly without describing the characters in any way other than by name. Ask the players to keep their sheets face down until you've finished reading each PC's background to the group. When you reach the point in the text where the characters are first mentioned, inform the players that they may then turn over their sheets. This method is similar to the approach used for "Spring Fever"; it should add to the players's suspense as they wonder and then discover what characters they are playing.

It is important to note at this early point that although the magic items have no senses of their own, they borrow from Hugo's perception of his surroundings.

Hence, all of the magic items are as capable of feeling, hearing, smelling, tasting, and seeing as Hugo (since it is through Hugo that these experiences are related). Likewise, though the magic items have no mouths, they are nevertheless able to magically speak directly to Hugo and thus to each other. As a consequence of this ability, none of the items can be silenced in any normal manner.

Player Background

Hugo the Hapless is a human fighter/cleric/magic-user/thief. He did not plan to pursue all these professions, but acquired them primarily through trial and error. Hugo started out as a magic-user. Later, he acquired skills as a fighter to guard his magical skills. Later still, Hugo was invited to "join" a local thieves' guild, where he picked up a few skills as a thief. Along the way (and through his association with Entropia, the Goddess of Change and Perversity), Hugo also developed skills as a cleric. In spite of his well-rounded character and wealth of abilities, Hugo the Hapless often has been known as Hugo the Penniless. It is for this reason that Hugo came to Demoncoomb Mountain.

Recently, Hugo joined an experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time, Hugo felt safe and confident. This group would surely be successful and rich — two traits Hugo longed to possess. With a little luck, Hugo believed he would gain both wealth and success far beneath Demoncoomb Mountain, where he and his new acquaintances would discover a hoard of treasure.

The party Hugo joined consisted of five adventurers: Galen, a human fighter/thief; Hector, an elven fighter/magic-user; Lankler, a human thief; Myrna, an elven magic-user; and Kathryn, a human cleric. The party had an intense interest in finding a chest allegedly hidden in the mountain, for some purpose which they refused to disclose. The group did, however, promise a substantial reward if Hugo cast his lot with their party. Until now, Hugo had mostly just tagged along, occasionally contributing muscle, but mostly just trying to keep up with the party as they slogged their way up the endless waterfalls. After that initial climb (which took Hugo's breath away), our hapless hero swore that he could deal with any situation which would come along. He probably shouldn't have said that, because the mad swim across the barracuda-infested pool was a simple matter of luck and timing.

Working their way up to the next pool was fairly easy. The thief climbed the falls, carrying a rope, and the rest of the party followed. That next cavern glowed blue from something on the walls. But that wasn't as exciting as the run from whatever those amphibious manlike things were. The next falls and pool provided little danger, except for Hugo slipping in the passage and the subsequent wild ride-for-life over the falls, which Hugo had to do again. The next pool was very hot and misty. It seemed as if something were watching the party through the steam. However, they made their way to the Fountainhead, and discovered a passage leading farther into the mountain.

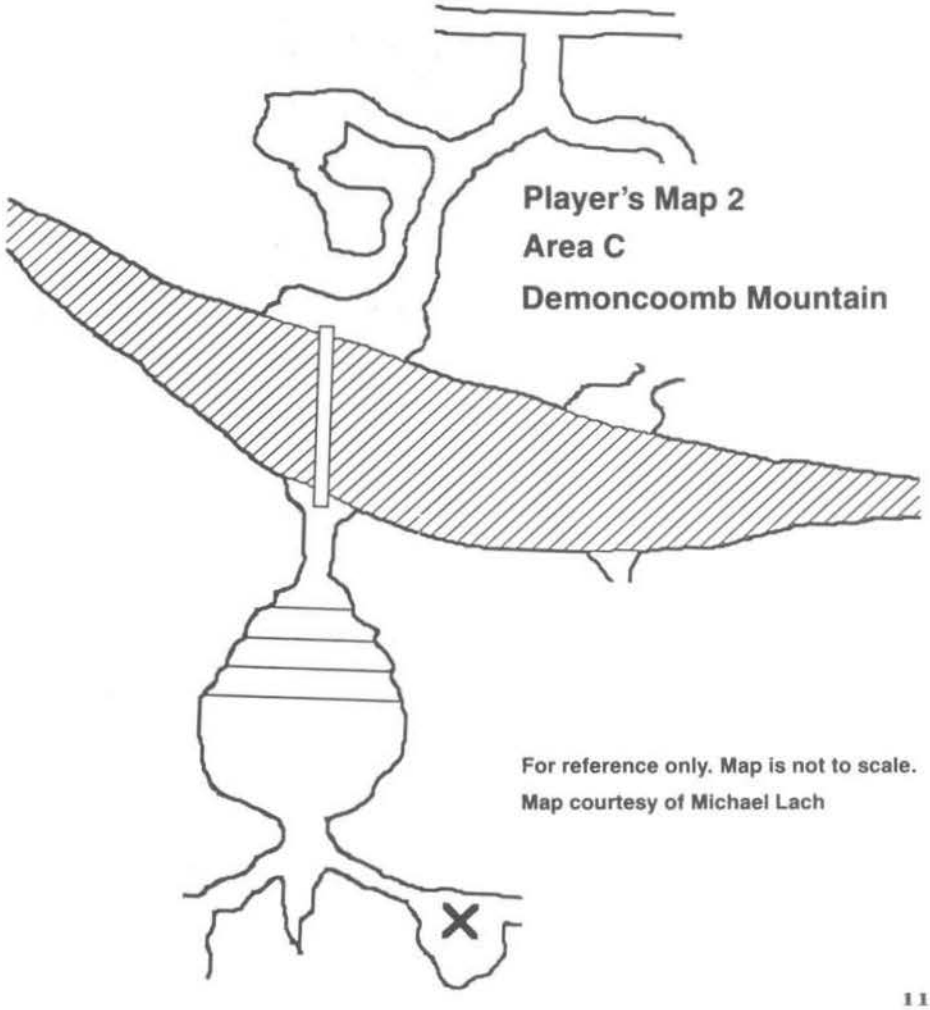
Following this, the party had an unfortunate run-in with the ape-creature. Myrna did a good job of dealing with the monster by pointing her wand at it. Out of nowhere, a rhinocerous appeared, charging at both the ape-like creature and the party. It chased the ape away while the party escaped over the old rope bridge which spanned that fiery gorge. Escape, however, was too good to be true. The rhino came looking for Myrna, and its weight broke the bridge. Fortunately, only the thief was on the bridge at the time, and he managed to hang on and climb his way up to the party (after smashing into the wall). Though angry, the thief was otherwise intact.

Next, the party had to work their way up those infernal ledges (the ones with the lousy poetry on them), then past those lurking shadows in the cavern with the stone mushrooms. The group didn't seem interested in the storeroom or the haystack; instead, they headed directly for the room they (or what is left of them) now occupy. This is where they found the chest that gassed them.

Now, all of Hugo's compatriots are dead, felled by the poison trap he failed to locate. Hugo has been spared for the moment, but that may be short-lived if he cannot find a safe way out of the mountain. Remembering how dangerous the trip inside was, Hugo expects the worst. In order to bolster his sagging hopes and confidence, Hugo has elected to salvage some of the more powerful magical items from his dead comrades' bodies.

From Myrna the Magic-User, Hugo has taken the powerful wand she used to perform all kinds of strange actions — actions which were always accompanied by a shout of "Wow!" From Hector the Fighter/Magic-User, Hugo has taken a bejeweled sword — one which glowed blue and which Hector spoke to while fighting, reciting numbers such as "3-1", "2-2", and "0-4". From Kathryn the Cleric, Hugo has salvaged a golden ring which shone whenever the cleric said, "motivate," and which seemed to move small objects wherever she wanted without visible effort. From Galen the Fighter/Thief, Hugo has taken an elegant pair of boots which Galen claimed gave him his ability to run fast (one of his favorite ploys) and jump high. Finally, from Lankler the Thief, Hugo has taken a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Hugo also "salvaged" Ragasnazafrasm, Myrna's owl familiar, which (like Hugo) managed to escape the poison trap. Ragasnazafrasam has found a comfortable spot on Hugo's shoulder. The owl is unable to fly due to a broken wing it received early on in the adventure (an injury which cannot be cured within the confines of Demoncoomb Moun-



Player's Map 2
Area C
Demoncoomb Mountain

For reference only. Map is not to scale.
Map courtesy of Michael Lach

tain).

Grabbing a few extra provisions and two pouches full of gemstones, Hugo has just finished his preparations for heading to the surface. Before he can leave the room, however, he begins to hear voices. Just this side of utter panic, Hugo recognizes them to be the voices of the enchanted items he just stole — uh, salvaged. It is at this point that the adventure begins.

Demoncoomb Mountain

Encounter Setting

Demoncoomb Mountain got its name from local legends which hold that if one follows the hot waters of the River Thrax to their source within the Mountain, one will find a city of Demons guarding a vast treasure horde. Along the way are said to be other, smaller caches protected by weaker creatures. The mountain contains a hot, continuous geyser which flows through several pools via a number of waterfalls before issuing forth as the River Thrax. Each pool harbors a variety of life-forms, all of which are challenging to the average adventurer. There are also several "dry" areas, some of which are accessed via the waterways. For this module, only area "C" has been developed.

This adventure differs slightly from most in that the PCs are already in the mountain, having followed a documented path, and wish to get back out again. A description of the adventure on the way in will be provided to each PC. Note that there will be differences of how a particular encounter is remembered, based on the particular biases of the PC. Therefore, you should be familiar with the information provided to the characters.

Ragasnazafrasam is an NPC for the DM to play. The owl was always fond of Hugo and considers the fighter its only means of escape from underground. The owl is a little paranoid of the magic items, which it often saw the former party members use frequently. Ragasnazafrasam will be uncooperative with Hugo most of the time. The owl is unable to communicate with Hugo in any manner, and is provided merely as comic relief for the DM to use against his players at the most inopportune times.

Ragasnazafrasam (AC 5; MV 1"/27" (unable to use flight); HD 1; hp 5; #AT 3; Dmg 1-2/1-2/1; SA nil; SD nil; AL N).

It should be noted that the spells activated by the *wand of wonder* are sometimes under the control of the person playing Electra (at other times, the effects are randomized). Any time the *wand of wonder* is used, the DM should roll percentile dice and consult the following table to determine which spell is activated:

Die Roll	Result
01-25	Spell occurs as party requests
26-75	Spell occurs as Electra requests
76-00	Roll 1d20 to select spell at random

The Water Areas (A'-E')

Area A': The Warding Lake

This lake is approximately 600' × 800', and spreads across the face of the mountain. A 30'-high earthen dike contains the warm (90° F.) waters which pour over a dam. These waters eventually become the River Thrax. The lake is fed by a waterfall which emerges from a hole 180' up the side of the mountain. The mountain can be scaled on either side of the falls by using normal climbing techniques. In addition to normal fish, the lake is home to a couple of barracuda and a giant octopus, all of which react hostilely to anyone entering the water. The passageway leading from the top of the falls to area B' is 6' high and only 3' deep in water. It can be waded: roll 1d20 vs. dexterity to avoid a fall.

1 Giant Octopus (AC 7; MV 3"//12"; HD 8; hp 48; #AT 7; Dmg 1-4 (X6)/2-12; SA constriction; SD nil; AL NE).

3 Barracuda (AC 6; MV 30"; HD 2; hp 13 (X3); #AT 1; Dmg 2-8; SA nil; SD nil; AL N).

Area B': The Lower Grotto

This area is approximately 500' × 600' in dimensions. The water is much warmer than in area A' (110° F.). There are stalactites hanging from the ceiling, and a soft bluish glow emanates from a strange moss which covers the cave. The moss is poisonous to humans and half-humans (insinuative poison type A, takes effect if touched; see *Dungeon Masters Guide,* page 20), but it is a major foodstuff of the nixies living at the bottom of the lake 60' down. Near the waterline, are carved handholds for people to pull themselves over to the base of the next set of falls. These falls fill this area from a hole 60' up the side.

20 Nixies (AC 7; MV 6"//12"; hp 4 (X20); #AT 1; Dmg by weapon type; SA charm; SD nil; AL N).

Area C': The Lower Step

This 400' × 400' shallow (10'deep) pond is reached via the low-roofed (4' high, 2' deep with water) passage from area B'. The water flows at a fairly high velocity; a roll on 1d20 vs. Dexterity must be made at -4 to prevent slipping. This area is devoid of monsters. The water, however, is even hotter (130° F.) than in the two previous areas.

Area D': The Upper Step

This 400' × 400' pond is reached by the short connecting passage from area C'. Another waterfall leads on toward area E', while a dry passage about 5' above the waterline slopes up toward area F. A small rockslide part way in bars this path (it hasn't been developed for play yet). The water here is very hot (150° F.), and even short exposure will cause damage. This pool is also home to a steam elemental.

1 Water Elemental (AC 2; MV 6"//18"; HD 8; hp 36; #AT 1; Dmg 5-30; SA nil; SD +2 or better weapon to hit; AL N).

Area E': The Upper Grotto

This 600' × 600' cavern is reached by the passage from area D'. The water here is 170° F., and will immediately scald unprotected flesh (i.e., flesh not protected by *resist fire* or a similar spell). Off to one side is the constant hot-water geyser which feeds the entire water system. There are no nasties here. A dry passage leads on to areas A through E. The passages to areas A and B, as well as D and E, are blocked by rock slides. These passages have not been developed for this tournament module.

Area C — Forever Chasm

1. The Gauntlet

> This "Y" of 10'-wide rough passageway extends southward. The walls, ceiling, and floor are damp, uneven, and moss-covered. There are stalactities along the length of all three passageways. Unusual warmth can be felt coming from both the southwest and east legs. Bits and pieces of metal litter the floor.

Some of the stalactites are actually piercers. The metal is all that is left of the armor and incidental hardware of previous, unfortunate parties. The moss provides no note of caution, although PCs must roll 1d20 under their dexterity to avoid slipping and falling on the slippery surface. They are also at -2 to avoid a piercer attack.

10 Piercers (AC 3; MV 1"; HD 3 (X10); hp 18 (X10); #AT 1; Dmg 3-18; SA 95% likely to surprise; SD nil; AL N).

2. The King Kong Room

> This 30' × 30' cavern is drier than the passageway, but otherwise offers little of note. The floor has been disturbed by something — probably by the large carnivorous ape encountered earlier by Hugo and his former companions.

When the party passed by here before, a large carnivorous ape chased them out and across the Old Bridge. The *wand of wonder* was used to create a rhinoceros, which chased the ape away. As the rhinoceros tried to return to the party via the Old Bridge, its great weight caused the structure to break, thus sending the hapless creature to an early demise. The ape later returned to its lair.

2b. King Kong's Bedroom

> This 20' × 20' cavern is the sleeping room of the large carnivorous ape. The room is furnished with only the most primitive of items.

This is the actual lair of the ape. The creature spends most of its time here, hence the party will most likely encounter it if they return this way. The ape will be hesitant to attack, however, remembering its earlier encounter with the rhino. Nevertheless, it is still angry. If the party doesn't act boldly, the ape will attack.

1 Ape, Carnivorous (AC 6; MV 12″; HD 5; hp 25; #AT 3; Dmg 1-4/1-4/1-8; SA rending; SD nil; AL N).

3. The Spider's Lair

> This 25′ × 20′ cavern is full of old and rather large spider webs.

This is also the home of a giant spider which the orcs in room 5 have adopted as a watchdog. The southern passage empties out about 7′ above the floor of room 4.

1 Spider, Giant (AC 4; MV 3″*12″; HD 4 + 4; hp 20; #AT 1; Dmg 2-8; SA webs, poison; SD nil; AL CE).

4. The Crystal Cave (a.k.a. the Doorbell)

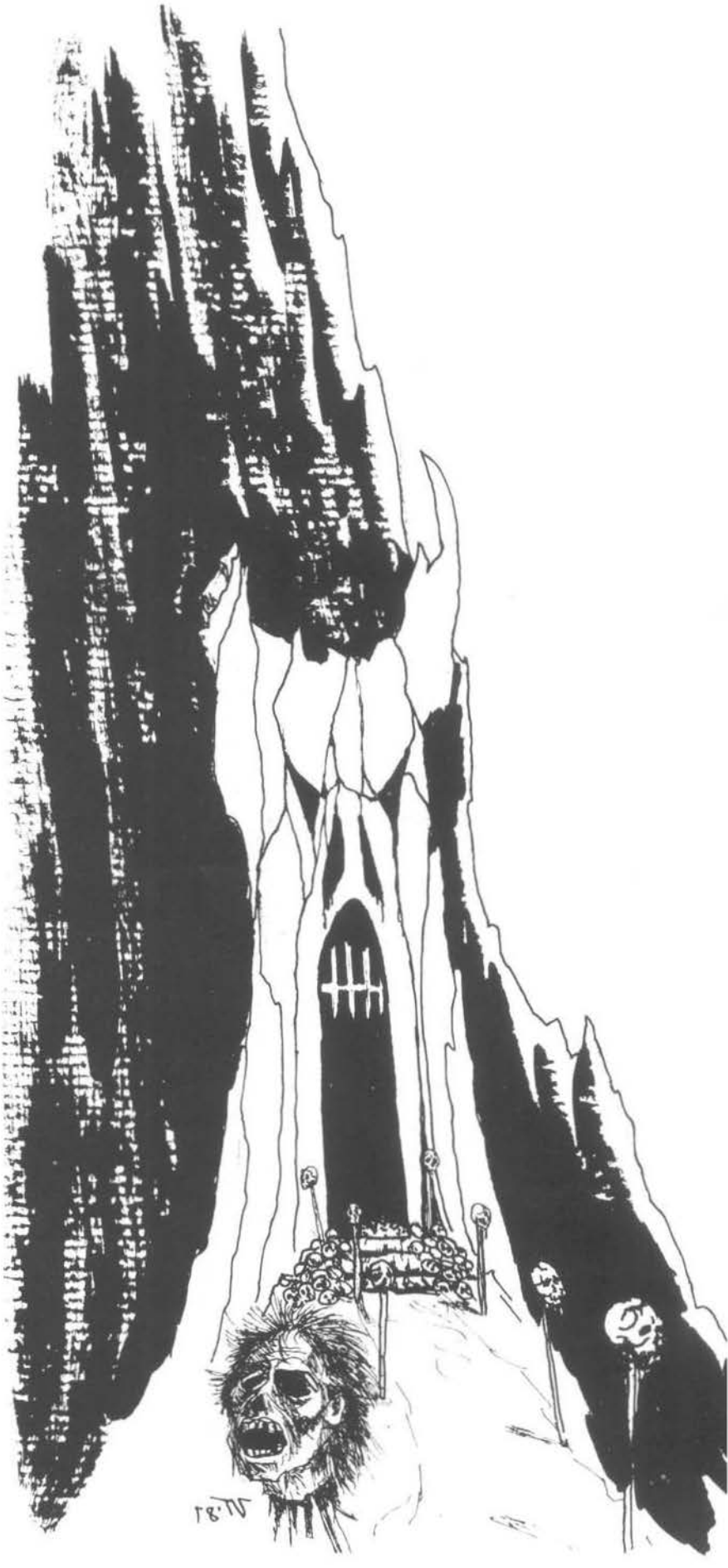
> This 30′ × 40′ cave is completely lined with rainbow-colored shards of delicate crystal, which gleam in the light like a myriad of diamonds, emeralds, rubies, and other gems.

The crystal shards cover the cave floor. Although they are only worth about 10 gp per handful, the crystals are very sensitive to vibration, and are thus very resonant. Anyone entering the cave or speaking above a whisper within 15′ of an entrance will start the crystals chiming and ringing. This will only stop one turn after absolute silence has been restored. The orcs in room 5 immediately investigate any sustained disturbance.

5a. The Orc Den

> This 50′ × 50′ cavern is filled with lean-to's made of various hides. Each lean-to is furnished with numerous furs piled up for sleeping pallets, stone-banked cooking fires, and, of course, a bevy of orc inhabitants. A narrow passage at the top of a ladder leads off to the south. The passage to room 4 has been walled-off.

The passage to Room 4 is blocked by a 7′-high stone wall. The top of the wall does not reach the top of the passage, leaving a 3′-high × 3′-wide opening. An orc guard is posted here at all times. On the orcs's side the wall is a stone platform which is used to to scale the wall (one at a time) and allow access to the outer passage. The wall prevents the spider in room 3 from entering the orc lair. This small orc community consists of 25 adult males, 15 adult females, and 10 young. The males wear leather armor, and use both spears and spiked clubs in combat.



49 Orcs (AC 6; MV 9"; HD 1; hp 8 (X3 males), 7 (X22 males), 5 (X15 females), 3 (X10 young); #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL LE).

1 Orc Leader (AC 6; MV 9"; HD 1; hp 8; #AT 1; Dmg 1-8 or by weapon type; SA nil; SD nil; AL NE; sword, battle axe, shield).

5b. The Orc Temple

This 20' × 30' cavern is a shrine to Grummsh, the patron deity of the Orcs. The cavern walls and ceiling are adorned with images of the One Red Eye. In the northwest corner of the shrine is the sleeping pallet of the orc shaman — a 5th-level cleric by game reckoning. He is the actual leader of the tribe, but often "defers" to the orc chief (who, in turn, does what the shaman advises).

1 Orc Shaman (AC 6; MV 9"; HD 5; hp 23; #AT 1; Dmg 1-8 or by weapon type; SA spell use; SD spell use; S 10, I 12, W 15, D 12, C 9, Ch 7, Co 5; AL LE; *ring of protection +1*, holy symbol, mace; Spells: *cause light wounds* (X2), *remove fear, detect life, hold person, snake charm, death's door*).

6. Forever Chasm

> This rift in the mountain is roughly 350' long and 80' across at its widest point. Whether or not the chasm has a bottom is uncertain; this feature is obscured by white-hot fire about 100'down. Occasional jets of flame lick up to within 10' of the level of the path. As a result, the temperature is very high on the path. To the west, the remnants of an old bridge made of thick rope and heavy, wooden slats dangles into the chasm. (This is the very same bridge which the rhinoceros in room 2a destroyed.) To the east, another set of passages can be seen; these are slightly higher than the path of the Old Bridge. Overhead, a thin line stretches across the chasm.

The thin line is actually a metal-reinforced rope, which was fashioned to withstand the effects of the chasm's heat. Any normal rope subjected to a flare-up (25% chance per turn) will burn, dumping anyone relying on it into the chasm (Roll 1d20 on the unfortunate character's dexterity to avoid falling into the chasm. In such an event, the character is able to swing to the side of the chasm, taking 1d10 points of damage, and having to scramble back up the rope.

6a. The Stairs: Step 1

> This smooth, 10'-high wall has words scrawled on the side facing you. Written in the common tongue, the words read, "Wouldn't you rather. . . ."

There is nothing special about this step other than the warning given by the myconids.

6b. The Stairs: Step 2

> Climbing up onto the next level of this large staircase, you see another smooth, 10'-high wall with more words scrawled on the face of it. The words read, ". . .pause here for breath. . . ."

Again, there is nothing of interest here aside from the warning provided by the myconids.

6c. The Stairs: Step 3

> Climbing up onto this next level, you see yet another smooth, 10'-high wall with words scrawled on the face of it. The words read ". . .than keep on pursuing. . . ."

Once again, there is nothing of interest here other than the warning provided by the myconids.

6d. The Stairs: Step 4

> Last but not least, there is another smooth, 10'-high wall with words scrawled on the face of it. The words read, ". . .your untimely death?"

As before, there is nothing of interest here other than the final words of the warning given by the myconids.

7. The Garden

> This large 50' X 70' cavern has a high, arched ceiling. Several large, stone mushrooms (towering between 6' and 10' in height) are scattered about the floor. A number of toadstools ranging from 4' to 8' in height can be seen in the dark near the edges of the cavern. Around the bases of the stone mushrooms are tilled patches of earth and decomposing debris covered with fungi.

The moving shapes are myconids, or fungi-men. There is a colony of 12 such creatures residing here; they will most likely have been disturbed during their work period. These creatures generally avoid contact with any humanoids who accidentally stumble across their lair. However, if their mushroom gardens are disturbed or if one of the myconids is directly attacked, the entire group will attack. All but one of these creatures employ their standard method of attack: using their pseudo-arms in hand-to-hand melee. This last myconid (the group leader) attacks by releasing hallucinatory spores.

11 Myconids (AC 10; MV 9"; HD 6, 5(X2), 4 (X2), 3 (X2), 2 (X2), 1 (X2); hp 26, 20 (X2), 18, 17, 13, 12, 8, 7, 5, 4; #AT 1; Dmg 1d4 X HD; SA nil; SD poisonous skin; AL LN).

1 Myconid Leader (AC 10; MV 9"; HD 6; hp 30; #AT 1; Dmg 6-24; SA spore clouds; SD poisonous skin; AL LN).

8. The Fork

> This 10'-wide passage looks out over Forever Chasm. On the right, a metal-reinforced rope is spiked into the rock. This rope stretches out over the chasm to the passage leading to room 4. Near the junction of the side passage, a silver fork lies on the stone floor.

The silver fork is actually a magical item which, when held in in hand, will point toward the nearest food supply.

9. The Mist of the Mind

> This cavern is filled with a gray, swirling mist which limits visibility to about 1'. Stalactites and stalagmites line both the ceiling and floor of the cavern.

A hemp rope is strung between stalagmites; this is used by the orcs for guidance through the mists. Because of the nature of the rope, tugging on it gives the misleading sensation of someone tugging on the other end. Without the rope, Hugo must save vs. spells each round to avoid wandering about the room in a state of confusion. If Hugo makes this roll, and is not holding onto the rope, he has a 20% chance per round of bumping into a stalagmite and taking 1 HP of damage. If he is confused, the chances go to 50%. Other than this, there is nothing else of interest in the cavern.

10. The Treasury

> The walls in this cavern gleam with a brilliant, golden sheen.

The gold is nothing more than the color of the rock; consequently, it has no real monetary value, although it will take two turns of close inspection to determine this. With or without a light source, the walls of the cavern exude a golden glow; this is due to a bioluminescent, parasitic mold that covers the walls. This mold is harmless in spite of Hugo's fears.

11. The Sanctum Sanctorum

> This large, 40' × 40' cavern is the private sanctuary of the orc tribe's shaman. There is a 10'-wide × 15'-deep trench which runs the width of the room. On the far side of the trench (and bordering it) are iron bars which block off the east end of the room. There is a gate in the bars, but it is locked with a padlock. Beyond the bars, a stone statue of Grummsh clearly can be seen. A large, red stone gleams from the statue's lone eye.

Careful observation of this room reveals a

rope bridge coiled up near the outside of the gate. From the gateside of the trench, it is possible to see an extra set of keys hanging on the side of the statue. *Telekinesis* can effectively bring the bridge to Hugo. From here, the bridge can be fastened across the trench. It is then possible for Hugo to retrieve the keys on the side of the statue. As for the red "gem" in Grummsh's eye, it is actually nothing more than colored glass.

12. The Storeroom

> This 40′ × 40′ room is filled with boxes, barrels, and crates.

This room is a storeroom for items taken from hapless adventurers by the myconids. The most prized possessions consist of shovels, axes, pitchforks, swords (for hoeing), spiked clubs, and so forth. Heaped into one crate are nonessential things like leather armor, clothing, pouches, and so forth. Scattered among the clothing is 1,000 gp in various semi-precious gems and another 2,000 gp in various coins. The PCs can retrieve these items at a rate of 500 gp per turn. There is a 25% chance per turn that a myconid will be encountered at this point. In such an event, the myconid releases distress spores, and tries to retreat back toward room 7.

13. The Needle

> This narrow passage gradually tapers away to nothing. In the middle of the passage is a large pile of moldy hay.

This room offers the classic case of a needle in a haystack. There is nothing of particular interest here, but the PCs can sure waste a lot of time looking.

14. The Hoard (also the Start)

> This 25′ × 25′ room is the scene of the unfortunate accident with the chest. There are five mottled corpses here, an open wooden chest bound with iron, and a slightly acrid smell in the air.

The five corpses are the remains of Hugo's party, and are worth nothing except a slow, rotting death if Hugo messes with them. In the chest is a bag which holds two dozen gemstones, all varying in worth between 100 gp and 1,000 gp. There is also a bone scroll case which contains a scroll with three *cure light wounds* spells.

15. The Chasm

> This 30′ × 80′ crescent-shaped cavern is split down the middle by a deep rift. There are narrow walkways on either side of the gorge, but these virtually disappear near the exits to the north and to the southeast. The rift is about 50′ deep, and is heavily littered with bones.

Other than the skeletons, there is nothing more of interest in this room (that is, unless the PCs wish to leap or climb across the chasm).

16a. The Mudroom

> This large 30′ × 30′ cave is full of mud. Another passage opens into the southeast corner of the room.

This pool of mud is actually the home of three mud-men. As described in *Monster Manual II,* these creatures will remain dormant until a PC enters the mud. At this point, they will attack in force, throwing mud blobs in the first round of combat, and hurling themselves at the PCs in the second and subsequent rounds. If the PCs successfully flee the mud, the mud-men will not follow.

3 Mud-men (AC 10; MV 3″; HD 2; hp 10, 8, 6; #AT 1; Dmg nil; SA mud-throwing; SD need magical weapons to hit, immune to certain spells; AL N).

16b. The Chimney

> This small chamber has a large hole in the center leading downward.

The hole is the top of a natural rock chimney, which leads down to another passage. This passage leads off first to the east, then cuts to north, leading directly into room 17. Normally, there is virtually no chance of falling while climbing down this easily scaled chimney. If, however, the players get into an argument while doing so, there is a 25% chance of falling due to a lack of concentration on the part of Hugo.

17. The Swiss Cheese Room

> This long, narrow cavern is perforated by numerous holes leading off in all directions. These portals vary in size from about 2′ to about 5′ in diameter. The portals are crowded together in the walls, floor, and ceiling of this room.

All but two of the holes are blind alleys. One of the portals in the east wall leads through the narrow, rock chimney from the passage below. The other portal is opposite this one in the west wall; it leads toward room 9. If the PCs mark the entrance hole, they can locate it later automatically. If not, then searching either end (east or west) renders a 25% chance per turn of locating an exit. Without markings, the exit located is random (roll 1d100; 01-50% east and 51-00% west) due to the confusing nature of the room. If the PCs do not locate an exit, they will probably enter one of the other holes. Roll 1d12 on the table below to determine what the PCs find. If the item found is marked "One time only," mark it off; if it comes up again, the PCs find nothing. Even if the PCs mark specific holes, roll randomly. This is a *very* confusing place.

The edges of the holes in the floor look solid, but are actually loose and crumbly. Moving across the floor gives a PC a 25% chance per turn of falling into one of the holes, giving poor Hugo 2 hp of falling damage. (We're not trying to kill Hugo; we merely wish to shake him up a bit).

Table 1
Contents of Holes

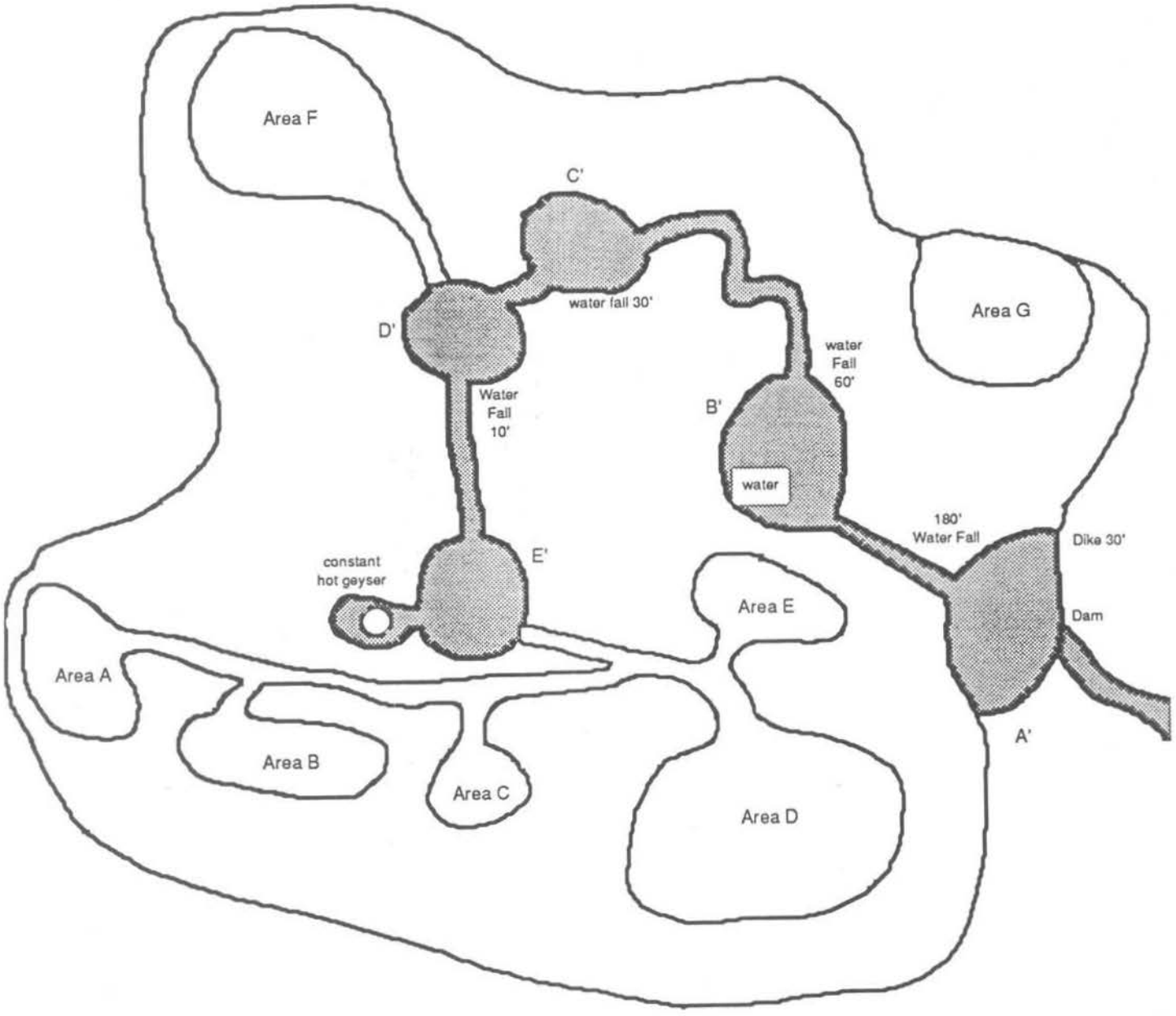
Die roll	Contents	Other notes
1	Orange mist	PC must save vs. breath or be overcome by a fit of giggling lasting for 1d6 rounds
2	Small metal chest	Contains a silver chalice and a 12″ wooden rod (nothing special)
3	5 human skulls	Planted on stakes, these skulls block the passage
4	Glowing sword	The sword is jammed into the rock halfway to the hilt, glows with a faint yellow light, and cannot be moved.
5	Giant sumatran rat	This creature attacks with great ferocity
6	Dinner time	The walls of the tunnel move, followed by the sound of swallowing (no harm though)
7	Treasure	A small iron chest (locked) contains 500 sp (one time only)
8	The tar pit	The tunnel is full of harmless, but very sticky goop, which slows Hugo down and makes handling items very difficult
9	The haunting	This portal issues a loud, weird moaning
10	Dwarven skeleton	The remains are accoutered with a pick, shovel, length of rope, a dozen spikes, and a hammer
11	The howling	Nothing more than a loud, threatening growl
12	Empty	—

Dungeon Master's Map 1

Demoncoomb Mountain

Scale: 1/4" = 200'

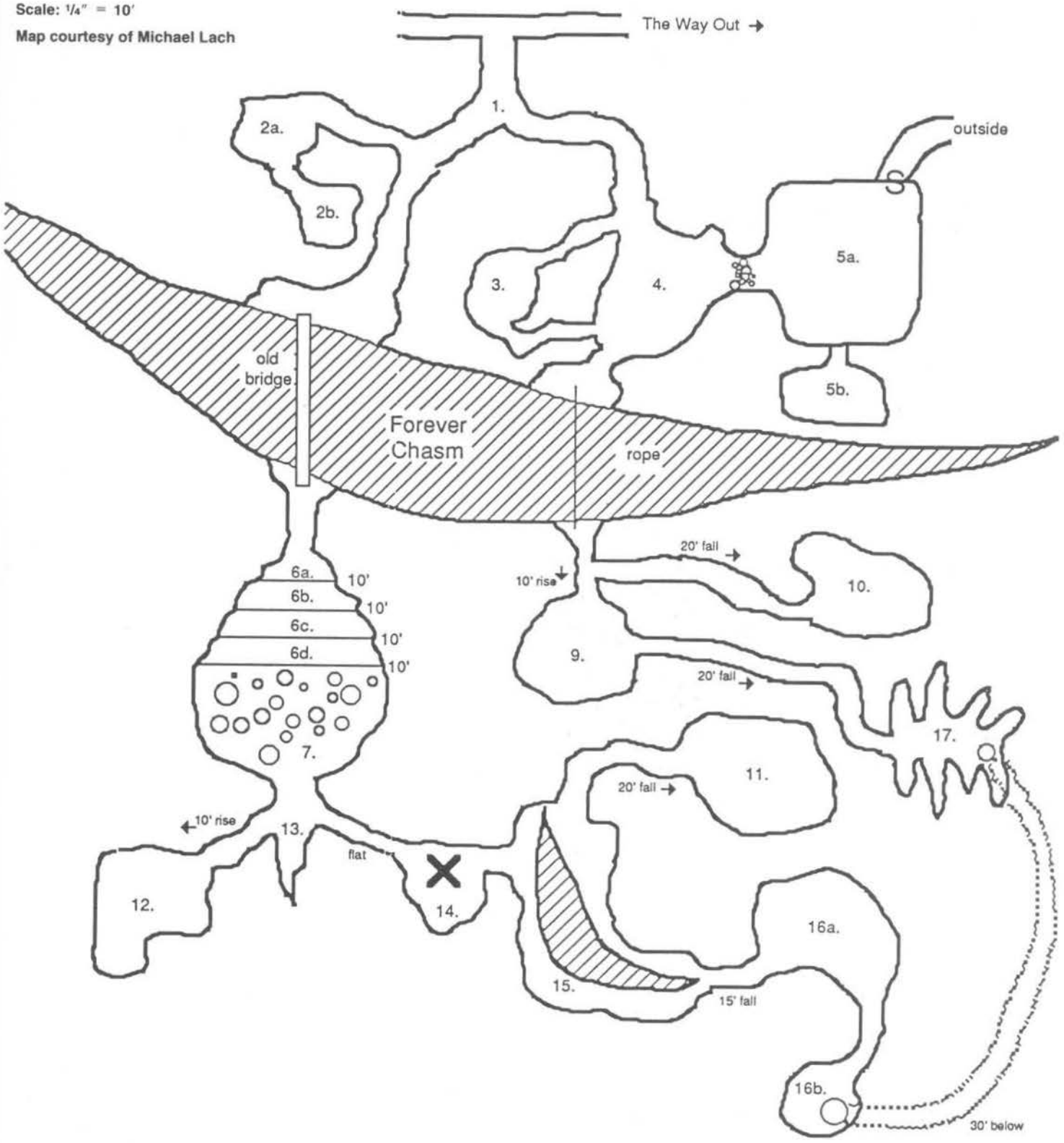
Map courtesy of Michael Lach



Dungeon Master's Map 2
Demoncoomb Mountain
Area C

Scale: 1/4" = 10'

Map courtesy of Michael Lach



Prerolled PCs

Hugo the Hapless (2nd-level human FTR/CLR/MU/THF)

Neutral good

Strength	11	1-2 open doors 2% bend bars/lift gates
Intelligence	15	
Wisdom	10	15% chance of spell failure
Dexterity	9	
Constitution	16	+2 hp adjustment 95% SS/96% resurrection
Charisma	18	+15% loyalty +15% reaction
Comeliness	15	

THACO: 20 (16-20 with Schizzo)

Saving Throws

Poison/Paralyzation/Death	10
Petrification/Polymorph	12
Rod/Staff/Wand	11
Breath	15
Spell	12

AC: 6
Rear AC: 8
Armor worn: *leather +2*
Hp: 11

Magical Items

Leather armor +2, sword +4, defender, ring of telekinesis gauntlets of climbing and swimming, boots of striding and springing, and *wand of wonder.*

Other Personal Possessions

Cloak, two small belt pouches, leather backpack, four hematite, two vials of holy water, three wooden beads, holy symbol, six lapis lazuli, four candles, one amethyst, tinder box, two torches, 3 gp, 25′ heavy rope, eleven sp, three days' worth of iron rations, 13 cp, leather belt, thieves' tool kit, traveling spell book, and a dagger (in boot).

You did not plan to pursue all these professions, but acquired them primarily through trial and error. You started out as a magic user. Although you weren't the brightest apprentice, you managed to pass and set out to show everyone what a grand wizard you were. It wasn't long before you found yourself short of the funds you needed to continue your study of the arcane arts. Because of your limited ability as a mage, you often had to defend yourself with only your dagger. After nearly being killed for the fourth time, you set aside magic for a short while to receive training as a fighter.

You managed to learn the basics of long sword and flail, though you realized that you lacked the innate ability to even become very effective with either. In fact, the training program only reminded you of the main reason you had always avoided fights when you could; you cannot stand the sight of blood (your own, not others) being spilled. Armed (so to speak) with your newly acquired skills, you returned to the gathering of funds to support your magical training.

You quickly discovered that fighter training had no effect on the cowardice you had nurtured since you were a wee lad and you soon learned that you could be much more effective as a fighter by attacking your opponents quickly from behind. When these methods came to the attention of the local thieves' guild, they "invited" you to join them and become an apprentice thief. Not wanting to throw your life away over a technicality, you promptly accepted their offer, paid the initiation fee (plus penalties), and joined the guild. Your training in the expected skills of lock-picking, pocket-picking, and trap-finding began immediately; you also received formalized training in your self-taught skills of hiding in shadows and back stabbing.

With classes behind you, you once again found yourself with the time, but not the funds to continue your magical training. The funds you had acquired were nearly depleted by various guild fees and penalties. You had acquired new skills and you set about using them to replace your lost funds. All went well for several months until you found yourself alone and somewhat outnumbered with no escape available. You were on a ledge overlooking a 2000′ drop into a very active volcano with 120 angry hobgoblins approaching from one side, but only 75 bloodthirsty gnolls moving in rapidly from the other (what an obvious choice you had there: only 75!). As your short life began to rapidly scroll past your eyes, you interrupted the performance by dropping to your knees (but not over the edge) and crying desperately, "Hey, God, if you're listening:. *Get me outta here!*" To which a voice replied, "Which God or Goddess did you want?" With your usual aplomb you responded, "Uh, who am I talking to?" After a short chat (very short; the hobgoblins and gnolls had not slowed their pace), you found yourself safely elsewhere, and Entropia, the Goddess of Change and Perversity, had a new, loyal (that is, quested) novitiate for her next class, which began less than two weeks from this incident. You applied yourself to the training (spending most of the gold you had accumulated) with surprising zeal and were soon graduated.

Without funds again, you joined an experienced group whose goal was to loot the treasures of the infamous Demoncoomb Mountain. For the first time in a long time you felt safe and confident. This group surely would be successful and rich, and you longed to be part of that. As fate would have it, you found yourself alone again — this time far beneath Demoncoomb Mountain, where your group had come looking for the treasure rumored to be hidden in its mysterious caves.

Now they are all dead, felled by the poison trap you failed to locate. You have been spared, for the moment, but that will be short-lived if you cannot find a safe way out of this place. Remembering how dangerous the trip in was, you are expecting the worse. In order to bolster your sagging hopes and confidence, you have elected to salvage some of the more powerful items from your dead friends: from Myrna the MU, you took the powerful wand she used to do all kinds of things, always accompanied by her saying, "Wow!"; from Hector the FTR/MU, you took a bejeweled sword, which glowed blue and which Hector spoke to while fighting, reciting numbers like "1-3″, "2-2″, and "0-4″; from Kathryn the CLR, you took a gold ring which shone when she said, "motivate," and seemed able to move small objects wherever she wanted without visible effort; from Galen the FTR/TH, you took an elegant pair of boots which Galen claimed gave him his ability to run fast (one of your favorite ploys) and jump high; and from Lankler the thief, you took a pair of gauntlets which enhanced the footpad's swimming and climbing abilities.

Grabbing a few extra provisions and two pouches of gem stones, you finished your preparation for heading to the surface. As you ready to leave this room, however, you begin to hear voices. Just this side of utter panic, you recognize them to be the voices of the enchanted items you just stole — uh, salvaged. You now remember each of the weapon's flaws.

Hurdles (Galen's boots)
Command words: "Zip" for striding, "yo-yo" for springing, and "wackies" for stopping either function.

These boots complained a lot on the way in. Perhaps it was all the time the party spent in hot water coming in that bothered them; you found it certainly unpleasant and are hoping to find a way out that avoids the steaming river, pools, and falls.

Schizzo (Hector's sword)
Command words: "Let's see," followed by attack number and defense number, both of which must add up to 4 and must be whole numbers between 0 and 4.

This sword could never seem to come to a decision and stick with it. You suspect that Hector considered death a reprieve and is now relaxing while he laughs at the situation you have just walked into.

Sharko/Rangie (Lankler's gauntlets)
Command words: "Everest" for climbing, "spitz" for swimming, and "mercy" to stop either function.

These gauntlets seemed to be constantly chatting with each other. Fortunately, they seemed to get along. These gauntlets are soft and comfortable on your hands; you hope they are as helpful in climbing as Lankler claimed.

Electra (Myrna's wand)
Command word: "Wow."

This wand is too good to be true! You wanted the wand since you first saw its power; now it is yours. If you can only figure out how to use it. The command word must be "wow;" you remember that Myrna always said that when she used it. You also remember that the wand talks funny, but you care more for what it does than for what it says.

Kenny (Kathryn's ring)
Command word: "Motivate."

This ring could move things, but you don't remember it ever saying anything. To wear something that belonged to Kathryn will give you something to remember her by. Although you had just met, you know the two of you were meant for each other. If only she hadn't been taken from you so soon. . . .

You have often felt that your life has been spent "on display"; since you "teamed up" with Entropia, this feeling has become much stronger. You are convinced that Entropia has been arranging all of your recent hardship simply for her own amusement. You have resigned yourself to this fate, but are not happy with the thought. In fact, it makes your life seem out of your control, making you feel useless and incompetent. Since entering Demoncoomb Mountain, you have lost even the most minute shred of control over your life to a menagerie of pushy (and argumentative) magic items. You find yourself going with the flow frequently to avoid confrontation, and you're getting accustomed to being treated as a puppet by these items. You do take some solace in the knowledge that no matter what these enchanted items force you to do, Entropia is ultimately at the control of your strings. If worse comes to worse, you can always count on her to come to your rescue — if only to keep you alive to provide her with further entertainment.

Hurdles (Boots of striding and springing)

Chaotic good

Ego	21
Intelligence	14
Wisdom	9
Charisma	15

THACO: —

Saving Throws

Acid	5
Crushing blow	−1
Normal blow	−3
Disintegrate	15
Fall	−4
Fireball	8
Magical fire	1
Normal fire	−1
Frost	−2
Lightning	8
Electricity	−4

AC: —
Rear AC: —
Armor worn: —
Hp: —

Magical Items

Two *bags of holding* hidden in each boot (25 gp capacity, 1/4 square feet) and *Koeghtom's ointment* hidden in the left boot (three doses).

Other Personal Possessions

One diamond hidden in right boot, one lock pick hidden in right boot, one 8′ coil of wire hidden in right boot, and three darts in a leather pouch in left boot.

You impart to the wearer a base movement rate of 12″, regardless of the wearer's size or weight. This speed can be maintained tirelessly for up to 12 hours per day; thereafter, you must rest for 12 consecutive hours. In addition to this striding function, you and your companion can spring as well. You are capable of forward jumps of 30′, backward leaps of 9′, and vertical springs of 15′. If circumstances permit, your companion can strike with initiative and spring away to avoid being hit in combat. Unfortunately, there is a 20% chance of falling when this is tried. This chance is modified downward by 3% per point of dexterity your companion has above 12. Your companion will also gain +1 on his AC due to the quickness of movement you impart.

You were crafted just a few years ago by Armeria for your previous companion, Galen. You remember Galen as being kind, but overbearing (he was in control). Hugo seems less strong-willed, and you look forward to having more control; unfortunately, Hugo has acquired a number of other bossy, enchanted items who seem to share your desire. Armeria used a combination of kangaroo and gazelle leather in your creation. As might be expected, each boot contains a small, secret pouch which acts as a small *bag of holding*. If Hugo treats you right, you will probably let him in on the secret, and give him access to the useful and valuable items contained therein.

You don't remember much about the trip into this mountain because of the inordinate amount of time you spent submerged in water! Galen knew of your hatred of that foul liquid, but ignored your complaints and splashed merrily on. Hugo will certainly be more considerate: you will see to that!

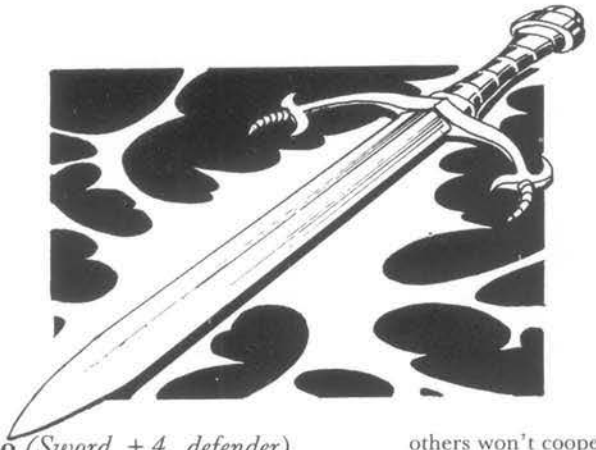
Reactions to Other Magical Items

Electra
You have enjoyed listening to her voice, but most of all, you love all the fancy things she can do. She never fails to surprise and amaze you with her multi-faceted talent.

Kenny
He may be the strong and silent type; you just think he's boring.

Schizzo
Another surprising one! You never know what he is going to do. One minute he slashes away at your opponents and the next minute, he uses his blade to cast aside the attacks.

Sharko/Rangie
These two actually enjoy water! Ugh! (Actually, Sharko is the one with the water fixation.) What madness! You can't imagine ever cozying up to that damp pair.



Schizzo *(Sword +4, defender)*

Lawful good

Ego	21
Intelligence	14
Wisdom	9
Charisma	12

THACO: —

Saving Throws

Acid	2
Crushing blow	1
Normal blow	−3
Disintegrate	12
Fall	−3
Fireball	1
Magical fire	−3
Normal fire	−4
Frost	−4
Lightning	6
Electricity	−4

AC: —
Rear AC: —
Armor Worn: —
Hp: —

Magical Items

None

Other Personal Possessions

None

You give your companion the option of using your bonuses either in offense, defense (against hand-held weapons), or both. Each round, the allotment may be changed, but you prefer it to remain the same throughout a sequence of combat. Once set, you will remain as set until changed. Such changes are requested by your companion by clicking his tongue and giving the number for offense, followed by the number for defense.

You were enchanted by Molfanse ages ago, and you remember better times — times when your life was more stable than it has been of late. Hector; he could never seem to make up his mind whether he wanted to attack or defend. Attack! Defend! Smash! Parry! It was enough to drive a sword crazy. With this Hugo, things will be different. You have no intention of letting him boss you around. You'll decide when to fight and when to back off. If Hugo and the others won't cooperate, you might just continue with Hector's style and switch every round or so.

You are particularly proud of your elegantly shaped mithril blade and bejeweled pommel. That ingrate Hector never understood how important those jewels were to you. In fact, he never added or replaced a single one during the entire time you spent together. Come to think of it, a pretty new (and expensive) jewel for your pommel will be your first priority; you'll mention that to Hugo at your first opportunity. . . .

Reactions to Other Magical Items

Electra

She is just too wild and unpredictable for you. You did like the butterflies; no one else seemed to, though.

Kenny

He's just too scared all the time. Certainly, some caution is healthy, but he carries it too far.

Hurdles

You can already imagine how the two of you can work together to move quickly to attack or defend as the need presents itself. This could be the beginning of a wonderful relationship.

Sharko/Rangie

Too noisy! They seem to be constantly talking to each other. Problem is they rarely say anything useful. Instead, they argue nearly nonstop.

Sharko/Rangie *(Gauntlets of swimming and climbing*

Chaotic neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	13

THACO:—

Saving Throws

Acid	5
Crushing blow	−1
Normal blow	−3
Disintegrate	15
Fall	−4
Fireball	8
Magical fire	1
Normal fire	−1
Frost	−2
Lightning	8
Electricity	−4

AC: —
Rear AC: —
Armor worn: —
Hp: —

Magical Items
None

Other Personal Possessions
None

You can easily fit hands from human-size down to halfling-size, altering to fit any pair of hands in this range. You can enable your companion to swim as fast as a triton (15″) underwater and as fast as a merman (18″) on the surface. You do not impart the ability to breath water, however; that is your companion's responsibility. You also give your companion a very strong and effective gripping and holding ability with respect to climbing. This ability is such that your companion can climb vertical or nearly vertical surfaces with relative ease (upwards or downwards with a 95% probability of not slipping or falling). If your companion is a trained thief, this probability increases to 99.5%.

You were crafted by the brothers Keri and Moussaf ages ago when times were simpler and magic held greater sway in the world. You have been passed through many hands since then, as most of your compan-

ions tend to be bothered by the dual personality that is the result of your parentage. You have even had complaints about the feel of the shark skin and orangutan fur that your makers blended into each gauntlet. You have found that most who see you find the blend both striking and attractive.

You had only been with Lankler a few months, and already he was getting on your nerves. He didn't like the two of you chatting all the time and would never agree to a full partnership. He was always in control! Hugo appears to be more pliable, and you look forward to regaining some measure of control over your destiny. Of course, the others may not be as willing to go along. Only time will tell for certain.

Reactions to Other Magical Items

Electra

You have always enjoyed her displays of power. Recently, you discovered that her texture was somewhat coarse, but appropriate to her personality. You hope that Hugo works it out so that the four of you can spend some time together.

Kenny

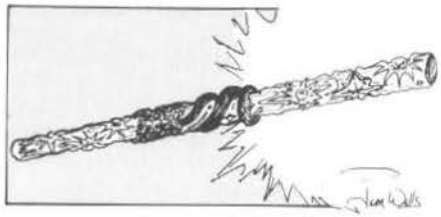
What can one say about a plain gold band? It's gold and plain and boring, and has very little texture at all. Fortunately, there are no sharp edges to bite or tickle; that would be horrible.

Hurdles

You are looking forward to the time when you can touch that strange combination of leathers that is Hurdles. If they feel as good as they look, it will be a pleasant experience. You certainly expect them to be a big boost to Rangie.

Schizzo

Though you would have expected it of Hurdles, you find it odd to discover kindred spirits in Schizzo. How boring it must be to be alone in the world. It probably explains Electra's fluffiness, Kenny's somberness, and Hugo's hugeness. You like the strength and expensive feel of the hilt, but hope to avoid contact with Schizzo's business end.



Electra *(Wand of wonder)*

Chaotic neutral

Ego	19
Intelligence	16
Wisdom	13
Charisma	16

THACO: —

Saving Throws

Acid	4
Crushing blow	8
Normal blow	1
Disintegrate	15
Fall	−3
Fireball	10
Magical fire	6
Normal fire	4
Frost	−4
Lightning	5
Electricity	−4

AC: —
Rear AC: —
Armor worn: —
Hp: —

Magical Items
None

Other Personal Possessions
None

You are strange and unpredictable (sometimes surprising even yourself). Each time your companion activates your power, you select from one of the numerous functions that Fallatius taught you. Sometimes you select the function your companion requests; more often, though, you make your own choice based either on whim or on knowledge of the need at hand. Occasionally, you find that even you have no control over the outcome. You thrill at the suspense and surprise of each possible outcome. You have been taught 19 functions. These functions are:

1. *Slow* creature for one turn.
2. *Delude* companion into believing you have provided some other function either known or not (duration of one round).
3. *Gust of wind* at double the force of the spell.
4. *Stinking cloud* at 30″ range.
5. *Snow* falls for one round in a 9″ radius of your companion.
6. *Summon* rhinocerous, turkey, shark, or alligator.
7. *Lightning bolt* with area of effect equal to 7″ × ½″ (as a wand).
8. *Summon* 200 butterflies, which flutter about in a 3″ radius of your companion for three rounds, blinding everyone within range.
9. *Enlarge* target if within 6″ of your companion.
10. *Darkness* covers a 3″ diameter circle at 3″ range of your companion.
11. *Grape vines* sprout in a 3″-diameter area at ½″ range of your companion, growing to harvest size in three rounds.
12. *Diminish* companion to 1″ of height for four rounds.
13. *Fireball* which renders 4d8 points of damage (as a wand).
14. *Invisibility* covers companion.
15. *Leaves grow* from target for five rounds if it is within 6″ range.
16. *50 gems* of 1 gp value shoot forth in a 3″ stream for four rounds, doing three hp of damage to the target creature each round.
17. *Create wine* equal to three wineskins full, which appear at your companion's feet.
18. *Sneeze,* which causes all within 3″ of your companion to sneeze for two rounds.
19. *Create hole* 3′ in diameter × 3′ deep, at a random location in the floor, wall, or ceiling within 6″ of your companion.
20. *Raisin rain* falls for two rounds in a 3″ diameter centered on your companion.

You were crafted of grape vines by Yandrol over a millenium ago. Although it is unusual to use such material for making wands, you find that the twisting curves of the vines suit you well. Even after a thousand years, you are constantly amazed at the newness of everything! Face it: The world is a wonderful place filled with wondrous things to see and experience.

Recently, your access to the world was limited by Myrna's cautious nature. Hugo, you feel, is more adventurous, and will give you more freedom to enjoy your surroundings. Your other new companions seem particularly interesting; you can't wait to get to know them better.

Reactions to Other Magical Items

Sharko/Rangie

These two may prove to be the best company of all. You have enjoyed listening to their chatter, and with your recently acquired proximity, you hope to join in on the conversations.

Kenny

He is quiet, but you suspect there is depth to be found there, if you can break through his shell. Perhaps now that you can work more of your wonders, he will also be able to learn how wonderful life is!

Hurdles

You know what he can do, and can just imagine speeding like a yo-yo through the world. What a gas!

Schizzo

Change, wonderful change. Here's another who enjoys change as much as you do. Slash! Defend! Counter! Parry! Stab! *Wow!* The combinations seem endless. What a great group to get hooked up with!

Kenny *(Ring of telekinesis)*

Lawful neutral

Ego	20
Intelligence	15
Wisdom	11
Charisma	11

THACO: —

Saving Throws

Acid	8
Crushing blow	9
Normal blow	4
Disintegrate	14
Fall	−1
Fireball	13
Magical fire	8
Normal fire	0
Frost	−4
Lightning	11
Electricity	−4

AC: —
Rear AC: —
Armor worn: —
Hp: —

Magical Items
None

Other Personal Possessions
None

You can move objects at the command of your companion as per the 5th-level magic-user spell, *telekinesis*. You can effect any number of objects (no living creatures) within a 3″ radius at a 7″ range, as long as the total weight of all affected objects does not exceed 1,000 gp. Objects move at a speed of 1″ the first round, doubling that speed until the maximum speed of 8″ is reached. The speed can be controlled within the 1″-8″ range. The duration of the effect is one turn. Affected objects fall directly to the ground at the end of that time, with no further movement in the direction they had been moving. Multiple objects move together, and cannot be affected independently. An object which is moved out of the range of effect (7″), also falls as described above for end of effect.

You were crafted of gold, of course. Unfortunately, the slob who enchanted you forgot to include a trademark, and got rid of you immediately so that you remain an orphan after several centuries. You don't know why you're here. You are often depressed by this and you envy those who know their roots; it seems to make their lives fuller and appears to give them purpose and drive. Without such knowledge, your very existence seems without purpose. Nevertheless, someone did give you life, and you will continue to search for that person. Until then, this purpose will be your main reason for existence.

You had finally gotten to know and trust Kathryn when you were ripped from her to join Hugo. He seems brutish by comparison. Your lot seems to be to suffer as deeply and as often as possible. In view of that, this latest alteration is just one more burden that must be borne. You are withdrawn and are a stoic planner as a result, reserving your comments for times when you have something truly useful to say. Even though others rarely listen to you, you stubbornly offer your advice in spite of their ignorance. Others will have the benefit of your wisdom — even if they choose not to act upon it. You do hope that this group will be more willing to plan their actions instead of just blundering ahead. Unfortunately, that is most likely too much to ask for. Sigh!

Reactions to Other Magical Items

Sharko/Rangie

Gibber, gibber, gibber: That's all these two ever do. It's a wonder they haven't been strangled by someone.

Electra

Give me strength! This one can tire you out with her constant jabbering. Worse yet, she's irresponsible and a bit looney. And whoever heard of a wand made of grape vines. The mage probably wanted more wine, but couldn't spell because he was too drunk. That would explain how this one came into being.

Hurdles

Sometimes, you just want to scream, *"Stand still!"* Up and down, and zip and zap. Whew! Doesn't anyone ever slow down to think and plan before they act?

Schizzo

Here's an unstable character if you ever met one. He can't even seem to decide who or what he wants to be. He would disappear if anyone asked; unfortunately, no one will. You don't imagine they'd listen to you anyway; they rarely do.

MAKING THE GRADE

Role-playing and education

by Jeff Albanese

Role-playing games have become more than an entertaining way to fill a few hours or a weekend for Jeff Albanese, our RPGA™ Network regional director in Long Beach, Calif. Jeff has been teaching the AD&D® game to some of his special-education students during lunch, and has found the game to be an educational tool that has caused some of the children to become more interested in learning.

Wouldn't it be nice if we could turn our hobbies into a way to earn a living? Or, failing that, wouldn't it be nice to to mix our hobbies and work once in a while? As a high-school teacher currently working in special education, I have had the chance to introduce role-playing games to some of my students.

Now before all of you teachers and students try to jump into using role-playing games in school, there are some guidelines that you should follow. First, you must make sure the students involved have good attention spans, and the teacher must be patient with the students. These two elements are important in helping to keep everyone's interest in the game.

In my endeavors I also was helped by the fact one of my students has been playing the AD&D® game for about a year, which broke the ice in terms of getting the students into the role-playing aspect of the game. I made that student the party leader and managed to make sure everyone else got to lead at least once.

Combining role-playing games and education involves two stages. The first stage involves using skills that are taught in school:

Vocabulary. Let's face it: Looking at the various game manuals and learning all those words and terms improves a player's vocabulary and spelling.

Math. Division practices and calculating and percentages come to mind as skills that a player must learn in order to do well in role-playing games.

History. Since most role-playing games have some type of historical world to go along with them, a player's interest in history could be sparked.

The second stage of this learning process is what I refer to as the "non-school skills" — the ones we learn at home. The following would be listed in this group:

Leadership. Taking command and making decisions is something that we all do in both role-playing games and in real life.

Cooperation. In order to do well in gaming, all members of a party must get along, just as we must in everyday life.

Creativity and imagination. These are the heart and soul of any role-playing game. Without these, role-playing games could not exist. Likewise, society would be still in the dark ages if creativity and imagination didn't exist or were controlled — something that has happened many times in the past, and sometimes even today.

Problem-solving. The last important skill that players learn in role-playing games is that of problem-solving. Most games present situations where the players attempt to solve a mystery, riddle, problem, etc. This is a skill that we can carry over into education and work.

Overall, the most important results I have noticed in combining gaming and education is the increase in learning the game spurs. Gaming has caused some of the special-education students I work with to come out of the shell that many of them have constructed around themselves. A group of students, when given a common interest, tends to become more social and open. Given this, these students then tend to be more open in class, and ask more questions if they don't understand the material.

On the other hand, when these students do understand the material, they learn more material faster, which is one of the major goals of education. Even if the learning levels of these students do not improve by leaps and bounds, they eventually come to see learning as a fun process, and not as the hard work that many children and teachers characterize it as. Learning should be fun; otherwise it becomes boring. Role-playing games, and games in general, introduce some needed fun into education.

(continued from page 3)

FASA's MECHWARRIOR™ Tournament, "The Glory Grab"; Robert Bell of I.C.E. for the CHAMPIONS™ Tournament, "On the Wings of Valkyries"; William Tracy for Chaosium's Stormbringer Event, "The Unicorn of Law"; and Chaosium for the Elfquest Tournament, "The Outcasts," the CALL OF CTHULHU Tournament, "The City In The Sea," the Pendragon Tournament, "The Adventure of the Dolorous Worm," and Avalon Hill's Runequest Tournament, "Times of Trouble."

There were several memorable happenings at HQ this GEN CON® Game Fair, such as DM extraordinaire Peter Hague teaching me how to make spitting sounds without actually spitting. Mudd, the NPC sea captain in the AD&D® game Grand Masters tournament, liked to spit over the side of his ship, so Peter took it upon himself to show me how to imitate Mudd. Marti Hayes, the GEN CON Game Fair manager, came upon the scene and ended the tutoring session with a long piece of masking tape.

Then there was an evening when Regional Director Keith Polster pretended to use Skip Williams' head as a football. At the time, Skip was doing an imitation of a pampered house cat. DM Darryl Behling kept us amused by studying a sandwich he left at HQ overnight. The lettuce had turned an interesting shade of brown. Darryl ultimately decided not to eat it. Harold Johnson, who was doing a ghastly impersonation of a zombie because he had gone without sleep the night before, ran a fantastic final round of the Grand Masters. Finally, all of the volunteers in HQ improved their fly-swatting techniques.

Most memorable, however, was the assistance the Network received from several of its loyal members. Without their help the Network would not have been able to shine at GEN CON Game Fair this year. Very special thanks go to Chris Schon, who arrived in Lake Geneva about two weeks before the convention. Chris was responsible for organizing most of the RPGA tournaments into folders and boxes, and recruiting several game masters. John Vaccaro spent countless hours developing charts to keep track of tournaments, judges, and players. Dan Kramarsky wrote the final round of the AD&D Masters Tournament during the week before the convention. Skip Williams coordinated the Masters and Grand Masters tournaments, and helped HQ run smoothly. Rembert Parker and Michael Selinker expertly marshalled players and judges. Rembert also expertly immersed himself in mounds of paperwork at HQ. Sylvia Deering, Rick Wright, Peter Hague, Michael Selinker, Chris Schon, Dan Kramarsky, Lew Wright, Doug Wood, Steve Hardinger, Bob Etheridge, and others took turns at the table in front of HQ to answer gamers' questions. Gary Haynes, Richard Rydberg, Bruce Rabe, and Jim Wade also helped before the convention.

In addition, several RPGA members assisted Harold Johnson with the AD&D open. They are Jay Tummelson, Michael Selinker, Errol Farstad, Keith Polster, Andy Bethke and Michael Lach. Thanks are also extended to all the game masters who coordinated tournaments, volunteered a few hours at HQ, and generally helped the RPGA's events run smoothly. The evening before GEN CON Game Fair several RPGA Network members pitched in to help give out registration materials to people arriving early at the convention.

All of their efforts made GEN CON 20 Game Fair very enjoyable and a very important convention for the RPGA Network. With everyone's help again next year, GEN CON 21 Game Fair will be even better.

Take care,
Jean Rabe

MAGIC THEORY BY DEGREE

Majoring and minoring in magic

by Andrew B. Ehrnstein

Mr. Argall's idea (POLYHEDRON™ Newszine #32) to allow magic-users to specialize in their favorite type of magic was a good starting place, but undeveloped. Most of the faults in the system he proposed come from the fact that he classified spells as a layman would in the AD&D® game world. That's fine, but for a workable system the specialties should go according to how the magic works, not what it looks like. Fire is not a type of magic. Evocation is a type of magic. Any true student of the arts would know to class spells by the type of forces, the magic theory, called upon to cast the spell. The magic theories (abjurations, evocations, illusions, etc.) established in the rules make more sense from the perspective of a magic-user who needs to know the nuts and bolts of his craft. If specialties are grouped by magic theories the DM doesn't need to worry about game balance or vague classifications. Magic theories are well defined (see below), balanced, logical, and easy to use.

Magic-users and illusionists study mystical forces (illusionists may be grouped with magic-users at the DM's discretion). Their ability to cast spells depends upon their knowledge of these forces. Therefore, it is important to divide magic into its separate varieties and remember that each type must be learned as if it were a subject in college [see MUU]. The result is quite similar to sages except that a sage's knowledge is slightly more pedestrian: whereas sages have Humankind, the Physical Universe and such as areas of study, magic-users study Abjurations, Conjurations/Summonings, and other sorts of dweomercrafting. (It could be assumed that every magic-user is well versed in the sage field of supernatural and specifically knows dweomercraft, making all magic-users a sort of sage anyway.) All types of magic have distinct methods of functioning and are collectively called magic theories. Their names and descriptions follow.

Magic theory (description and examples)

Abjuration. This power of denial dispels, disallows, or negates the intrusion or existence of specified creatures, objects, or monsters (*protection from evil, dispel magic, dismissal, Mordenkainen's disjunction*).

Alteration. These spells alters the forms, abilities, or traits of some object, creature, or magic already extant. This spell group also includes the creation of extradimensional spaces by folding space (*jump, slow, all polymorphs, all extensions, glassteel*).

Charms. These spells effect the minds of creatures by directing enchantments, thoughts, and emotions (all *charms, suggestion, feeblemind, Otto's irresistible dance*).

Conjuration. These spells apport objects and creatures or provide summoning powers (to varying degrees of control) over creatures (*mount, all monster summons, teleport, cacodemon*).

Divination. Spells used to gain knowledge (*detect magic, clairvoyance, contact other plane, legend lore*).

Evocation. Creates a force, object, or energy (*magic missile, fireball, all walls, all Bigby's hands*).

Illusion/Phantasm. Affects the minds of creatures via phantasmal forces through the senses. Nothing is actually created (as in an evocation); the senses are merely fooled (*ventriloquism, all phantasms, hallucinatory terrain, all invisibilities*).

Necromantic. Magic dealing with death and spirits or souls and life-forces (*scare, fear, animate dead, astral spell*).

To learn the basic principles of magic, the pupil must have a tutor or be enrolled in a school of magic. After this course, the pupil either fails or becomes a neophyte as described in *Unearthed Arcana* (p.45) At that point the student begins learning some of the magic theories, with cantrips for examples. The student can only learn what is taught; the teacher can only teach what he has already learned himself. In many cases, the teacher will know every theory. Learning from many teachers in a large school or guild allows even greater choice. In some cases though, the teacher may have neglected to learn a theory; in that case, the students may not learn that theory. Each theory must be learned independently, as if a series of courses in modern college or a sage's studies.

Note that clerics have virtually no knowledge of dweomercrafting in this sense. Clerics of Isis might learn magical theories, but in most cases, the cleric only knows what the spell does, not why. They depend upon them for good judgment in using the deity's delegated power. This is why clerics must have high wisdom, and yet can be thick as a brick, intellectually speaking. Using magic-theory classification on cleric spells is a mistake. A magic-user would always detect clerical magic as clerical magic because the divine influence on the spell involved is unmistakable.

This author suggests use of a nonweapon proficiency system to determine the number of theories learned. The character has five proficiency points at 1st level and gains one every two levels thereafter. Each theory requires one point to learn. By 7th level, a magic-user could learn every theory. However, if a magic-user chooses to spend a point learning to sail, learning to make fine maps, or in a learning sage field of study, the magic-user's knowledge of dweomercrafting will be incomplete until later.

As well as the options of incompetence or proficiency in a theory, magic-users can major in one specific theory. Only one field can ever be majored in, and this costs an additional nonweapon proficiency point and requires a teacher who majored in the same theory. The caster's extensive knowledge of the theory allows for more effective use of the spells of that theory. This is how the system works:

A Major costs two points to cast spells of this type at one level higher, or at −2 to the victim's saving throws. A Minor costs one point to cast spells of this type normally. Non-proficiency cast spells of this type at one level lower (or half effect), or at +2 to the victim's saving throws. Note that spell failures and backfires are possible as if casting a scroll spell of too high a level.

The DM may want to include saving-throw bonuses or penalties for the magic-user against his major or nonproficient theories (at figures of +2 and −2 respectively). A major may be chosen at any point in the character's career. Secondary requisite abilities, like dexterity for illusionists, might also be implemented before allowing majors (charisma for charm/enchantments, wisdom for abjurations, etc.), making those students eligible to cast special spells like those available to illusionists. This makes more sense if schools, societies, and guilds are set up that specialize in certain theories [for example, the Mystics of Mirabel (divinations), the High Circle of Conjurers, and the Magicians of Change (alterations)]. These groups might even make specialized magic items like a *staff of conjuration* (with which the caster functions as a major in conjurations), but that is up to the DM. Here are some examples of how the basic system works.

Example 1: Three 5th-level magic-users

have lost their spell books. They find a scroll with *fireball* on it (an evocation.) Passivus is not proficient in evocations; Quelirus minored in them, and Rastinar majored in them. If Passivus tries to cast the spell, he functions as a 4th-level magic-user, with a 5% chance of the spell failing and an additional 5% chance of backfire if it fails. Quelirus could cast a normal five-die *fireball,* and Rastinar could cast a six-die *fireball.*

Example 2: Let's say Faelina, a 1st-level magic-user, chose to spend her proficiencies majoring in charms/enchantments, with minors in conjuration/summoning and evocations, and wasted (says Master Petralon) some of her time gaining a proficiency in animal husbandry. Her master gave her an *identify* spell (possibly for spite) with her others to start out. Whenever she casts her *charm person* spell, her victims find her hard to resist (-2 to their saving throws, as there is nothing dependent on level in the spell), and she uses the spell so often her friends call her Faelina the Charmer. On the other hand, she has gotten to 3rd level now and has not been successful with a single casting of a single *identify* spell!

The method for randomly determining spells given to the apprentice at 1st level should stay the same. If the student's master granted spells in areas the student didn't study, that may well have been a sort of final evaluation of the student's performance (or it may have been done purely out of spite). Some spells are combinations of more than one type of magic, and those spells are always cast as if of the least favorable type for the magic-user concerned.

Note: This system should be consistent. There are a lot of spells in the rule books that were classified incorrectly (especially in the alteration theory, which seems to be a catchall for spells that no one wanted to think about). The guidelines listed above for the spell distinctions provide a basis for classifying spells easily and consistently.

Scare and *fear* spells should be classified as necromantic spells since they deal with fear of death. Some spells using fear, such as *emotion* and *symbol,* are not necromantic because they draw power from elsewhere, giving the caster options other than fear as a result (that's why elves, clerics, undead, and immortals are immune to *scare.* Since *fear* is a more potent version of scare, it should also be necromantic. Also, *exterminate, death, astral spell, spiritwrack, simulacrum,* and *energy drain* should be categorized as necromantic spells; they all deal with the spirit or death. The wu-jen have a interesting and formidable selection of necromantic spells, of which *withering palm* might be expected as an inclusion in the AD&D® game Second Edition. The rest should probably stay in Kara-Tur just to give the PCs some surprises in the foreign lands.

Alterations should be looked at more closely. All the following spells, for example, are called alterations and should be evocations: *dancing tights, melt, light, continual light, darkness 15' radius, flaming sphere, explosive runes, gust of wind, Leomund's tiny hut* (half evocation, half abjuration), *Melf's minute meteors, Otiluke's resilient sphere,* and *incendiary cloud.* I would place all apportation spells (*blink, dimension door, teleport, teleport no error,* and *vanish*) in the conjuration group. The conjuration group, meanwhile, has a lot of spells that are really evocations (for example, *push, flame arrow, symbol,* and *prismatic sphere*). As a side note, *flame arrow* should be made a first or second-level spell. Seeing it listed just after *fireball* is a joke, especially when a little oil and a spark will do the same trick.

Also, all true-name spells are conjuration oriented because of the method of control. These spells should not be categorized as necromantic spells because extraplanar life-forces differ greatly from regular life-forces; that is why only extraplanar creatures have true names. Extraplanar life-forces are also not charm/enchantments because a charmer controls minds by making the victim think an idea is a good idea, or that the magic-user is really a great guy. The conjurer uses no such ploys; the conjured creature is controlled by the magic-user and knows it. If the creature resents being controlled, and most of the powerful ones do, the caster may be in trouble. This risk is greatest in the use of true-name spells.

The invocation spells should be put into the existing categories; that means categorizing them as either necromancy or evocation spells. *Magic jar,* the lone possession spell, should be necromantic (it deals directly with life-forces), and the *limited wish* and *wish* spells simply don't fit into any classification.

As a final note, there are plenty of spells not mentioned herein that may be classified incorrectly. If the DM (not the player) thinks this is the case in certain instances, he should feel free to reclassify the spells as he sees fit for his campaign.

On the Road to The Living City

"Greed and lust for riches"

by Michael Lach

For those characters who have not yet reached Ravens Bluff, The Living City, the following encounter is offered. This encounter has been written with a good-aligned and well-balanced party of 5th-7th level in mind, but may be altered to suit any type of party with little effort.

Avarice and Greed[1]

Background

This encounter takes place on the road outside the city, about a two-hour walk from the gate sometime early in the afternoon.

> The trail you are following winds up a hill and past a small copse of trees. At the top, you see a tall man dressed in fine, flowing robes. He is sitting on a tree stump, smoking a pipe. As you pass, he calls out to you, asking you to stop.

The man is a fighter by the name of Sir Thopas. He guards the treasure found on a recent adventure, and is merely waiting for his partner, Sir Alician, to return with a mule (and with food for dinner).

Sir Thopas: AC 4 (*chain mail +1*); MV 12"; F8; hp 56; AT 2 for 1-8/1-12 + 2; AL NE; S 17 (+1, +1); I 14; W 13; D 14; C 17; Ch 13; Co 14; Magic items *chain mail +1, long sword +2* (detect evil in 4' radius), *potion of speed,* and a *philter of love.*

Sir Alician: AC 3 (*chain mail +2*); MV 12"; F8; hp 50; AT 2; Dmg (*long sword +1*) 1-8/1-12 + 1; AL NE; S 18/14 (+1, +3); I 12; W 14; D 10; C 14; Ch 14; Co 15; Magic items *chain mail +2, long sword +2, ring of fire resistance, potion of black dragon control,* and a *potion of diminution.*

Running the Encounter

Sir Thopas uses his sword's *detect evil* ability on the players to determine whether they are of an evil alignment. He attempts to hire the PCs (since he assumes they are trustworthy), and tells them that he is waiting here to meet a rich merchant from the city who is bringing small treasure as blackmail money. Sir Thopas wants the PCs to attack this merchant and kill him; in return, they will receive the merchant's magic items in addition to 100 gp each.

Sir Thopas' story is a fabrication. Sir Thopas and Sir Alician were out adventuring when they came across a great treasure (now hidden in the trees on the hill). They decided that so much treasure would be difficult to carry into the city during daylight hours; too many people might take note of their actions. Instead, they plan to wait until nightfall to carry it in. Sir Alician went back to town to get some food and drink for the two, and a mule to help carry back the treasure. However, greed has gotten the better of Sir Thopas, and he wants the treasure all for himself. Consequently, he wants the PCs to kill Sir Alician so he will get more money. In like manner, Sir Alician has put an extremely deadly poison (save at -2; failure means instant death) into Sir Thopas' food with the hopes of killing him, too.

Sir Alician is minutes away from the hill when the party arrives; the players do not have to travel very far to find him. If they attack Sir Alician, he will defend as best he can, issuing foul insults all the while. If the players kill Sir Alician, Sir Thopas invites them to dine with him, on the poisoned food that Sir Alician bought. He passes the food all around. Those who partake must roll saving throws as stated earlier.

If the players decide not to attack Sir Alician, he arrives just as they are leaving Sir Thopas. Thopas' reaction depends on that of the players; if he feels the PCs might help him, he attacks; if they condemned him for plotting murder or were otherwise morally opposed to his designs, he engages in caustic conversation with his partner. If the players linger around, Thopas invites them to dine along with him and Alician, much to Sir Alician's dismay.

The treasure is hidden in the trees, covered by a thick tarp. It consists of two chests: the first contains 1,000 platinum pieces, two rubies (300 gp each), and a sapphire (100 gp); the second holds a silver crown (1,000 gp) and necklace (350 gp), two diamond rings (500 gp each), and 1,000 gold pieces.

Role-playing Sir Alician and Sir Thopas

These two fighters think only for themselves. They are currently obsessed with the money they found, and wish it all for themselves. They will commit any crime to gain these riches. Each character is greedy, self-serving, and corrupt. When dealing with the PCs, however, Sir Alician and Sir Thopas are both courteous and pleasant, each believing they can use the players to further their own ends.

[1] This encounter is based on "The Pardoner's Tale" from Geoffrey Chaucer's *The Canterbury Tales.*

The New Rogues Gallery

by Dale Cummins, Richard Daggett, Bryan Thompson, Eddie Longwell, and Kai Bisby

The following characters may be used in campaigns as NPCs. These characters, Lar Trinton, Dirk Daringer, Jasper, Morely, and Artirian, are PCs that have been adventuring together for about two to three actual years, and are now retired, having either businesses or jobs in a city. The authors hope DMs enjoy using this group of NPCs as either an opposing force or as traveling companions for PCs. DMs should note, however, that these NPCs are fairly strong and intelligent, and are not likely to give up their magic or their lives simply to suit a PC's needs or wishes.

Lar Trinton (the Tree Man)

by Eddie Longwell

Male human
11th-level ranger

Str:	15
Int:	16
Wis:	17
Dex:	9
Con:	16
Cha:	14
Com:	13
AC normal:	3
AC rear:	5
Hit points:	86
Alignment:	Neutral good
Patron deity:	Ehlonna
Survival skill:	97%
Hunting and fishing:	97%
Trapping and snaring:	85%
Stalking silently:	90%
Trackless movement:	98%
Plant and animal lore:	71%
Scouting and spying:	88%
Infiltration:	96%

Weapons of proficiency: Long bow, bastard sword, dagger, long sword, and spear/trident.

Weapons of specialization: Longbow firing rate of three arrows per round at +2 to hit and +2 damage. At short range, the bonus is +1 to hit and +1 damage.

Special abilities: Lar is able to advance in miscellaneous weapons. He also has a bonus damage against giant-class humanoids, the ability to track, and druid and magic-user spell abilities. In addition, Lar can employ written magic items which pertain to *clairaudience, clairvoyance, ESP,* and *telepathy.* Finally, Lar is able to surprise opponents 50% of the time and is surprised only 16% of the time.

Druid spells:
First level — *animal friendship, detect poison, predict weather,* and *speak with animals.*

Magic-user spells (in book):
First level — *affect normal fires, charm person, magic missile, read magic, sleep, shield,* and *unseen servant.*

Languages: Common, Elvish, Halfling, and Neutral.

Equipment: *Long bow of doubling*[1], *quiver of Ehlonna, bag of tricks #1, chain mail +3, boots of varied tracks* (bear, horse, rabbit, and wolf), 12 silver-tipped arrows, 12 iron-tipped arrows, 12 wood-tipped arrows, 12 stone-tipped arrows, long sword, shield, and 15″ dagger.

Description: Lar stands 6′10″ tall and weighs 250 pounds. His hair and eyes are the color of leaves (color dependent on season of year), and his skin is a light brown, barklike color. He is 36 years old, but appears to be 24. When not adventuring, Lar is clothed in the finest outfits. His beard and mustache are similar to the style sported by Errol Flynn.

Personality: Lar is helpful, and is always trying to do the best for people. Because of this, Lar is considered the group diplomat. This is due primarily to his ability to deal with a problem without always resorting to fighting as a solution. Lar is also sensitive to other people's problems, and has (on many occasions) accepted tasks on behalf of someone else. This is especially true if a beautiful women is involved. When it comes to money, Lar is a spendthrift.

History: Lar's family is renowned for being rangers. For the past six generations, every male in his family has become a ranger; to continue this tradition, Lar also became one. Lar and Dirk have been friends since they were children, having grown up together in the same town. It was Lar and his dealings with the forest that helped he and Dirk gain permission to travel with a band of elves when the young lads ran away from home. After Lar finished his ranger training, he joined Dirk and a couple of Dirk's companions on adventures.

Early on in his career, Lar was almost turned into a tree. Although the progression was halted, Lar retained a number of treelike features (as noted in the color of his hair and eyes, and in the complexion of his skin). It is this same condition that caused Lar to grow from a height of 5′ 6″ to one of 6′ 10″. Another side effect is the fact that the ranger has aged only three years in the past 15. Lar has since learned to live with his condition. For the most part, this condition has become an asset, allowing the ranger to blend in better with forest surroundings. Because of his appearance, however, Lar is perhaps the most recognizable person in town.

Lar has established a business in town where he provides guide services for the surrounding areas. Lar travels alone 25% of the time, he is with a customer 25% of the time, and the remaining 50% of the time he is accompained by Dirk, Jasper, Artirian, Morely, or all of these characters.

[1] See "Seventeen New Treasures", DRAGON® Magazine #99.

Dirk Daringer

by Dale Cummins

Male human
7th-level fighter/12th-level thief-acrobat

Str:	16
Int:	13
Wis:	8
Dex:	18
Con:	15
Cha:	18
Com:	19
AC normal:	0
AC rear:	4
Hit points:	78
Alignment:	Chaotic good
Patron deity:	Olidammara
Pickpockets:	60%
Open locks:	57%
Find/remove traps:	45%
Move silently:	50%
Hide in shadows:	41%
Hear noise:	35%
Climb walls:	90%
Read languages:	60%
Tightrope walking:	115%
Pole vaulting:	12½′
High jumping:	5½′
Broad jumping (standing):	8′
Broad jumping (running):	12½′
Tumbling maneuvers (attack):	15%
Tumbling maneuvers (evasion):	45%
Tumbling maneuvers (falling):	25%, 35′

Weapons of proficiency: Staff, darts, caltrop, lasso, long sword, short sword, dagger, and bastard sword.

Weapons of specialization: War boomerang.

Special abilities: In combat, Dirk attacks three times in two rounds, but with weapon specialization in the use of the war boomerang, Dirk can use two boomerangs at a time, being able to throw them twice per round at +1 to hit and +2 damage. Dirk is also +4 to hit and does quadruple damage for back stabbing.

Languages: Common, Elvish, Chaotic, and Thieves' Cant.

Equipment: Two *war boomerangs of returning*[2], *gloves of missile snaring, bracers of defense AC 4, ring of free action,* leather bandolier with four balanced, silver-edged war boomerangs (nonmagical +1 to hit and damage), short sword, and mithral lock picks and tools.

Description: Dirk stands 5′ 2″ tall and weighs 120 pounds. He has yellowish blond hair, bright green eyes, and is clean-shaven. He is 35 years old, but his boyish looks, comeliness, and mischievous behavior give people the impression he is a lot younger.

Personality: Although Dirk is a renowned prankster, he is still a warm and friendly person; his pranks rarely cause harm. Forever the optimist, Dirk usually sings some battle song he learned as a gladiator to raise morale when times get tough. Although constantly in trouble due to his hedonistic behavior, Dirk's extroverted friendliness and high charisma often keep people from remaining mad at him. Dirk views money merely as an item for bringing happiness, and is, as a result, often broke. As an added note, Dirk delights in throwing parties.

History: Dirk was born of nobility, but unlike his younger brother, Artirian, who later became a cavalier, Dirk strove for a more carefree lifestyle. At the age of 16, Dirk deserted from the king's army, choosing the life of a wanted man over that of a soldier. Dirk was also accompanied by his long-time friend Lar Trinton. With Lar's help, he gained permission to travel with a band of roaming elves. Dirk traveled with this group until they reached the next major city outside the King's land. It was here that Dirk lived for two years, taking odd jobs, using his good looks and high charisma to get free food and shelter.

During those years, Dirk was constantly in trouble with the law or with an angry father or husband. Life continued on this way, until Dirk was discovered one day in the company of a local Lord's wife. After standing trial and being convicted, Dirk was given the choice of serving a prison sentence of 10 years or fighting in the gladiator games for a year. Choosing to fight in the games, Dirk was given his freedom after one year. Instead of returning to his old ways, Dirk enrolled in a fighter's school and became a professional gladiator, choosing an offbeat weapon to specialize in: the war boomerang. Dirk used his small size, high dexterity, and war boomerangs in gladiatorial combat to avoid close encounters with larger and more powerful warriors. This lasted for four years, until an adventuring partner by the name of Jasper convinced Dirk that he was better suited to be a thief. Now Dirk is only prone to enter gladiatorial fights when he is out of money.

Because of the nature of his professions, Dirk can be found just about anywhere, but is often found in some tavern entertaining women and spreading tales of his great deeds (tales both true and untrue). Dirk travels alone 25% of the time but is accompanied the other 75% of the time by Artirian, Lar Trinton, Jasper, Morley, all of of the above, or one to four women.

Note: Dirk's high dexterity is the result of a recent reading of a *manual of quickness of action* acquired during a past adventure. Dirk uses this high dexterity to avoid hand-to-hand melee whenever possible. For example, he may start out by using his tumbling evasion in an attempt to avoid being hit in melee. If necessary, he throws his boomerangs at an opponent, and he uses his tumbling manuevers again to avoid any further attacks (and to intercept the returning boomerangs). If Dirk uses these maneuvers, he can only throw two boomerangs instead of four that round.

[2] **New magic item:** The *war boomerang of throwing* is similar to the ones used in the AD&D® Official Competition Adventure module (C5), *The Bane of Llywelyn.* These weapons do 1d6 + 2 points of damage against small and medium opponents, or 1d6 + 3 points against large opponents. *War boomerangs of throwing* can be thrown and caught twice per round, and will return even if successful in hitting a target.

Jasper (Sparrowhawk)

by Richard Daggett

Male human
12th-level magic-user

Str:	13
Int:	18
Wis:	13
Dex:	17
Con:	15
Cha:	18
Com:	7
AC normal:	5
AC rear:	8
Hit points:	48
Alignment:	Lawful good
Patron deity:	None

Weapons of proficiency: Dagger and quarterstaff.

Special abilities: Jasper can cast magic-user spells, enscribe scrolls, make potions, and enchant items.

Magic-user spells (in spell book):
Cantrips — *change, fire finger, smokepuff, spill, unlock,* and *nod.*
First level — *comprehend languages, detect magic, feather fall, identify, magic missile, read magic, sleep, shield,* and *write.*
Second level — *continual light, deeppockets, dispel silence, knock, locate object, mirror image, rope trick, web, whip,* and *strength.*
Third level — *dispel magic, fireball, fly, haste, sepia snake sigil, slow,* and *tongues.*
Fourth level — *charm monster, dimension door, enchanted weapon, Evard's black tentacles, fire shield, Leomund's secure shelter, minor globe of invulnerability, polymorph self,* and *stone skin.*
Fifth level — *airy water, cone of cold, hold monster, passwall, sending,* and *teleport.*
Sixth level — *contingency, enchant an item,* and *guards and wards.*

Languages: Common, Elvish, Dwarvish, Halfling, and Lawful.

Equipment: *Wand of secret door and trap location* (43 charges), *gem of scroll reading*[1], *cloak of displacement, ring of mind shielding,* spell book, silver dagger, quarterstaff, and a variety of potions and scrolls.

Description: Jasper stands 6' tall and weighs 180 pounds. He has blackish brown hair with streaks of grey throughout, and deep, black eyes. He is 49 years old, and while nothing to look at, he does give the impression that he possesses great power and influence.

Personality: Jasper feels he is superior to most people. It is this feeling of superiority that causes him to be overly protective when dealing with people whom he feels cannot protect themselves. Jasper rarely forces his opinions on others, and is very polite when addressing someone, regardless of their social class. While Jasper is protective of others, he dislikes using physical violence (hand-to-hand combat), and so he trys to avoid it, even to the point of running away.

History: Jasper's parents were peasants in a small village about 50 miles south of the sea coast. At the age of six, his village was attacked by a nearby orc tribe. During the raid, most of the people (including all of Jasper's relatives) were slain. Jasper was found a day later by an old man who wandered into the destroyed village looking for survivors. Finding Jasper hiding near the bodies of his parents, the old man took the orphan into his home and raised him for the next six years. At age 12, Jasper was chosen to be the apprentice for the magic-user Kashna. Jasper studied with the master until his 16th year, when Kashna was slain during one of the mage's many adventures. Jasper was then taken in by a magic-user named James Ashwood, a half-elf. He studied with Ashwood for the next 10 years and became a full-fledged magic-user.

After many years of study, Jasper said his "goodbyes" and set out to find the old man whom he considered his father. According to friends, the old man had recently disappeared. Jasper adventured for a couple of years and continued his search. At the age of 32, he found his foster father's grave. Jasper later discovered that a local lord by the name of Duke Grandeur had killed the old man for failure to pay homage. Jasper sought revenge, but instead found himself in jail, sentenced to die by means of public execution. Jasper's life would have been cut short if it had not been for a boy with whom he was sharing a jail cell. The boy's name was Dirk Daringer. Unknown to everyone, Dirk had discovered a means of escape. Shortly after midnight, Dirk and Jasper slipped away, using the cover of the night to flee town. From this incident on, Dirk and Jasper became close friends, and have continued to adventure together ever since.

Jasper has a respectable position in the Magician's Guild in a city near the sea coast, where he teaches other people the art of spell-casting. Jasper never travels alone. If encountered in the city, he is accompanied by apprentices or fellow guild members 50% of the time; the other 50% of the time, he is accompanied by Dirk, Artirian, Lar Trinton, Morely, or all of the above. In the wilderness, Jasper is accompanied by his adventuring companions 100% of the time, trusting no one else to travel with.

Note: It was Jasper who convinced Dirk of his real potential as a thief-acrobat.

[1] See "Seventeen New Treasures", DRAGON Magazine #99.

Morely (The Wanderer)

by Bryan Thompson

Male human
11th-level cleric

Str:	11
Int:	16
Wis:	17
Dex:	12
Con:	16
Cha:	13
Com:	9
AC normal:	0
AC rear:	1
Hit points:	72
Alignment:	Neutral good
Patron deity:	Celestain

Weapons of proficiency: Quarterstaff, hammer, footman's mace, and club.

Special abilities: Morely can turn undead, cast clerical spells, and the following magical spells: *feather fall, jump, levitate, spider climb, fly,* and *dimension door* once per day.

Cleric spells (usually prayed for):
First level — *command, cure light wounds* (x3), *endure cold and heat, portent,* and *remove fear.*
Second level — *aid, enthrall, find traps, hold person, messenger,* and *withdraw.*
Third level — *continual light, death's door, dispel magic,* and *prayer* (x2).
Fourth level — *cure serious wounds, neutralize poison,* and *tongues.*
Fifth level — *cure critical wounds* and *rainbow.*
Sixth level — *word of recall.*

Languages: Common, Githyanki, and Lawful.

Equipment: Mantle of Celestian, *plate mail + 3, amulet of the planes, mace of disruption + 1,* silver holy symbol, 12 vials of holy water (in pockets of mantle of Celestian), prayer beads, and four candles.

Description: Morely stands 5′ 8″ tall and weighs 145 pounds. He is 44 years old, but due to several years of exploration in the Astral Plane (and to the drinking of a *potion of longevity),* he appears more like 28. Morely has black hair and black-colored eyes. His facial features are cut and defined as if carved in stone, and his hands are large and leathery.

Personality: Morely is a loner, and rarely associates with people outside of the church (his adventuring companions are the only exception), feeling more comfortable traveling about seeing the sights or traveling in the planes. Although Morely is a loner, he does enjoy the spirits of alcohol (Morely is an alcoholic, but vigorously denies it), and if offered any liquor, will eagerly accept "as a courtesy." This has caused problems many times over because the more Morely drinks, the more he talks. Consequently, he often gets himself (and his friends) into difficult spots. This trouble often comes about due to Morely telling strangers of great riches that he and his friends have acquired.

History: Morely was born and raised by a very religious gypsy clan, in which his father was a Cleric of Fharlanghn. As a result, Morely defied his father and sought out a Temple of Celestian. Morely studied under the Clerics of Celestian until his 20th year, at which time he was sent to another Temple of Celestian to be ordained by the Lord High Priest. Arriving at this new temple, Morely was choosen to accompany a band of adventurers (Dirk, Lar, Jasper, and Artirian) on a quest to prove his worth. The quest consisted of recovering a holy relic which was lying about in a nearby ruins. Completeing the task, Morely was ordained, and was given permission to travel with his new found companions.

Morely has many roadside shrines in the surrounding areas, and is constantly traveling to them when not adventuring. Morely travels alone 90% of the time, but is accompanied by Artirian, Lar Trinton, Zogarth, Jasper, or all of the above the other 10% of the time.

Artirian (the Defender)

by Kai Bisby

Male human
10th-level cavalier

Str:	18
Int:	12
Wis:	13
Dex:	16
Con:	17
Cha:	15
Com:	16
AC normal:	−3
AC rear:	1
Hit points:	105
Alignment:	Lawful good
Patron deity:	Heironeous

Weapons of proficiency: Lance, long sword, broad sword, short sword, dagger, horseman's flail, and horseman's mace.

Weapons of specialization: Lance at +2, long sword at +2, and horseman's mace at +1 — all with attacks at two per round.

Special abilities: Artirian has the ability to employ weapons of specialization and qualities of superior horsemanship. These latter abilities allow Artirian to handle special mounts, determine the worth of steed, attack at one level of experience higher while mounted, add +1 damage per level of when using a lance, and stay in the saddle if the steed bucks or falls. Other abilities include the ability to continually train so that his strength, dexterity, and constitution get better with each level gained and the ability to function into the negative hit-point range, being able to go down to −13 hits before expiring. (Note that the normal number of negative hit a cavalier can go down to is −10. Artirian has an additional special ability in being able to go down an extra three points.)

Languages: Common and Lawful.

Equipment: *Long sword +4, Defender, helm of brilliance* (containing one diamond, three rubies, four fire opals, and seven active opals), *iron bands of bilarro,* a cavalier's large shield, and cavalier's plate armor.

Description: Unlike his older brother Dirk, Artirian stands 6′ 2″ tall and weighs 220 pounds. He has blondish brown hair, and bright green eyes. Even though Artirian is 30 and Dirk is 35, it is Artirian who looks older. Being a perfectionist, Artirian takes great pains to make sure all of his armor, weapons, and other equipment are well oiled and polished.

Personality: Artirian's active intellect compliments his tendency to be very exacting when dealing with a situation. This in turn makes him very cautious when dealing with new things or people. While his arrogant personality is likely to antagonize many people, Artirian tries to keep an open mind to what people have to say. Finally, while completely fearless, Artirian is by no means foolhardy. For example, he will break off an attack in order to return later when he is better suited to deal with the situation. Note that Artirian is not above arresting friends if they break the law.

History: Artirian was born of nobility, but unlike his rogue brother Dirk, he enrolled as a squire in order to become a cavalier. After serving in this capacity for many years, Artirian was knighted. His first duty charged by the King was to bring back his brother Dirk on charges of desertion (a capital punishment).

Hearing of a thief by the name of Dirk in a nearby land, Artirian traveled to the neighboring lands and sought his brother out. True to his cause, Artirian challenged his older brother to a fight. Dirk refused, and so submitted to capture. As the two made their way home, they came upon a blazing farmhouse with a woman crying for someone to save her babies. Hearing this, Dirk leaped from his horse and bolted inside the inferno. He appeared moments later carrying on his shoulders two frightened children wrapped in his smoldering cloak.

While tending to several burns that Dirk received, Artirian wondered how he could send his brother — let alone any man who showed such bravery and self sacrifice — back to a place that held his certain death. With this in mind, Artirian placed the woman and her children in good hands, while he and Dirk traveled on. Instead of taking Dirk back to stand trial, however, Artirian accompanied his brother to a coastal city. Having failed in his mission for the King, Artirian turned to his patron deity for guidance, pledging himself to uphold the ways of Heironeous.

Artirian is currently a law enforcer and protector in a coastal city. He is encountered alone 50% of the time; the other 50% of the time he is accompanied by Dirk, Lar Trinton, Morely, Jasper, or all of the above.

The Role of Taxes

by Rodney Jay Paddock

DM: "After counting the last of your treasure, you find that you have 10,000 gp, and upon receiving your reward it will total 15,000 gp."
PARTY: "Good. We go to the king to ask for our just reward."
DM: "The king deducts the 15% tax from your reward and gives your the remainder."
PARTY: "Taxes! What are you talking about?"

One puzzling thing about all campaigns is the fact that parties of mercenaries go through life without ever paying a copper piece in taxes. Why is this? This article answers this question and provides a system for taxing PCs.

Why have a tax system?

Throughout literature and history, people have been taxed in one form or another. Kingdoms and baronies are an expensive operation for any king. The monies needed for the upkeep of an army, food, and land are gained through taxation. However, some kings take things one step too far and overtax their people. Overtaxation can, however, prove fatal for some monarchs. This is one factor of taxation which may give players the room for some unique and ingenious role-playing.

How to implement a tax system

The implementation of a tax system must begin in the early stages of a campaign. This provides a mutual relationship between the players and the DM, assuring that there will be no arguments later in the game. The easiest way to develop a system for taxation is to decide in the first steps of the game the goals of the system in question. This includes the items to be taxed and how they will be taxed.

Now that you've decided to include a tax system in your world, the next question comes to mind: Where do I begin? In any game, a system for taxation must be backed by force if it's ever going to work. The DM should determine what penalties will be levied against PCs who fail to make their tax payments. These penalties can range from imprisonment to the confiscation of property and financial holdings. The exact nature of these penalties is, of course, to be decided by the DM in the early stages of the campaign.

1. Gold and other coinage

Coinage is the easiest thing to tax as it is easily convertible and interchanged. A good way to tax coinage is to set a base percentage on the standard coin of the world. A good percentage could vary from 10-15%. This is a fair system for both the players and the game.

2. Gems and jewelry

Gems and jewelry are harder to judge than coinage as their values often vary so greatly. The simplest way to tax gems and jewelry is either after they have been converted to coinage or after they have been appraised. At this point, a set amount should be taxed on them. This percentage should remain the same as in the coinage system, as they are of comparable terms.

3. Furs

From time to time, adventurers return to civilization with furs of exotic creatures they managed to kill. The values of these items are unusual, and are dependent upon the surroundings in which they are sold. Consequently, they become difficult to tax. As with most other items, furs must be converted to hard cash or appraised, then taxed accordingly. The amount taxed can also vary so greatly. For example, furs might be taxed only 2-5% in tropical surroundings where they are not very useful. Contrarily, they might be taxed as high as 20% in the areas of cold, due to their necessity.

4. Art

Some of the greatest treasures are gained in the recovery of rare and sometimes priceless tokens. These art items are usually the highest taxed items in a treasure cache. The reason for this higher tax is to help in keeping these items in the realm in which they were found. The range of tax goes from 15-25%, but the recovery and donation of these to the barony might lead to certain favors later on in the game.

5. Magical items

Kings and lords tend to avoid taxation on magical items, as these items are both rare and unpredictable. This works to the advantage of both the party and the king, providing a harmonious balance in this respect.

Exemptions

Some people and organizations should be made exempt from taxation. The reason behind these exemptions is that some people or groups of people might provide services to the king. Some organizations which may be exempt from taxation include churches, adventurer's guilds, and other groups which provide assistance to the monarchy. As a result, clerics (and possibly druids) would be exempt from taxation. Likewise, this list might be paladins and monks, who have taken vows to donate all of their treasure to charity. The only way for adventurers to be exempt, however, is if they fall into one of the categories listed previously.

Tax increases

This is the bane to all hard working people: the ever famous tax increase. The reasons for these increases are the demand for more funding in the upkeep of the royal lands. Some of the reasons behind these increases are listed below.

1. War

If a kingdom goes to war with a neighboring country, the government coffers will be drained constantly due to the fact that it is quite expensive to keep a fighting force going. This is one possible reason for a tax increase.

2. Food or supply shortages

If an area is hit with a poor harvest, drought, plague, or other calamity, food and other supplies would need to be imported from other countries. Taxes would be most appreciated in these times, as the cost of importing items is usually high.

3. Corruption

Probably the leading cause of tax increases is corruption. The people who handle the monies gained through taxation become money hungry in these cases, and the people pay for this greed with their own hunger.

Summary

As can be seen, taxation is a viable source for role-playing ideas. Note, however, that it is surely not the final solution to the problem of characters having too much treasure. The AD&D® game world is endless in its course of winding paths. If you find or develop a system more suitable for your world, employ it. This author is not the final word on taxes, but he tries.

Convention Announcements

PROJECT...GENESIS II, January 17, 1988

This PATCO protoriginal convention celebrates its second incarnation at Chiminello's Hall, 2221 N. Weber in Fresno, Calif. Featured tournaments include AD&D®, BATTLETECH®, CALL OF CTHULHU®, CHAMPIONS™, and other games. Open gaming will be available, along with a Swap Meet for those wishing to buy, sell, or trade old games or gaming material (table space required). Preregistration is $3 if paid before January 10; thereafter, registration is $5. Tables for the Swap Meet are $10 for an entire table and $6.50 for half a table. Write to: PATCO, c/o Phil Pittz, 5415 E. Washington, Fresno CA 93727; or call: (209) 255-4682.

PANDEMONIUM 5, January 23-24, 1988

Now a two-day extravaganza, this gaming convention will be held at the Hub Cafeteria of the Ryerson Polytechnical Institute at 350 Victoria Street in Toronto, Ont., Canada. Events include a wide variety of FRPG tournaments, board games, miniatures contests and competitions, auctions, dealers, and much more. Preregistration fees are $10 for Saturday, $8 for Sunday, and $15 for both days. Preregistration fees must be received before January 7, 1988. At-the-door fees are $12 for Saturday, $10 for Sunday, and $20 for both days. There are no tournament fees. For more information, write to: The General Staff, P.O. Box 425, Station A, Downsview, Ontario, CANADA M3M 3A8; or call: Doug Richards at (416) 598-1693 or Dave Simpson at (416) 597-1934.

REDCON 88, February 5-7, 1988

The Royal Military College of Canada will be holding its second annual Wargames Conference at the Cadet Recreation Centre on the campus grounds in Kingston, Ont., Canada. Scheduled events include SQUAD LEADER®, Micro-Armour, BATTLETECH®, AD&D®, and BATTLESYSTEM™ game tournaments, along with plenty of open gaming. Retail vendors and board-game company representatives will be present to introduce, promote, and sell their products. Registration is only $5 (Canadian dollars) for the entire conference. For further information, send an SASE to: RMC Wargames Club, c/o OCdt. Dray, 1 Sqn., Royal Military College, Kingston, Ontario, CANADA K7K 5L0. Registration must be filed before January 15, 1988, so don't delay!

WARCON '88, February 5-7, 1988

Texas' oldest gaming convention will be held at Texas A&M University in College Station, Texas. The featured event is an RPGA™ Network AD&D® Open Team Tournament. Other events include board games, miniatures events, and role-playing game tournaments, a dealers' room, and 24-hour open gaming. Registration is $7, and $9 (RPGA™ tournament fee included) if paid before the convention; at-the-door fees are $9 and $12 (RPGA™ Network tournament fee included). Write to: MSC NOVA, Box J-1, Memorial Student Center, Texas A&M University, College Station TX 77840; or call: (409) 845-1515.

THE EGYPTIAN CAMPAIGN, February 6, 1988

Sponsored by the Southern Illinois University Strategic Games Society, the EGYPTIAN CAMPAIGN will be held at the Student Center on the Southern Illinois University Campus in Carbondale, Ill. Events will run from 9 A.M. to midnight. Scheduled programs include and AD&D® game tournament, a Diplomacy tournament, BATTLETECH®, MARVEL SUPER HEROES®, CAR WARS®, and other game tournaments, open gaming, and a fantasy-miniatures painting contest. Preregistration is $3 for the day, or $5 the day of the event. For more details, write to: SIU-SGS, Office of Student Development, 3rd Floor, Student Center, Carbondale IL 62901-4425; or call: David T. Blustein at (618) 457-6416.

DUNDRACON XII FANTASY ROLE-PLAYING AND PLAY-BY-MAIL GAME CONVENTION, February 12-15, 1988

Held at the Oakland Airport Hilton Hotel in Oakland, Calif., this gaming convention will feature a variety of events including tournament and open gaming, a miniatures-painting contest, SCA demonstrations, a flea market, and a dealers' room. This year's events will also include a play-by-mail Mini-Con featuring a number of guests and live versions of favorite PBM games. Registration fees are $20 until February 1, 1988, and $25 thereafter (or$10 per day). For more details, write to: DUNDRACON, 386 Alcatraz, Oakland CA 94618.

GENGHIS CON IX, February 12-14, 1988

Join the Horde as GENGHIS CON IX moves to winter quarters at the Airport Hilton in Denver, Colo. This convention is sponsored by the Denver Gamers Association and the Colorado Military Historians. Events include all varieties of board, miniatures, computer, and role-playing games. The ever-popular game auction will make another appearance this year. Special gaming events include competitions in VICTORY IN THE PACIFIC, TITAN, CIVILIZATION, KINGMAKER, and ADVANCED SQUAD LEADER. The Colorado Military Historians will also sponsor one of the first qualifying rounds for the WRG Ancients National Championships. Registration is $12 until January 31, 1988, and $15 thereafter. Write to: Denver Gamers Association, P.O. Box 2945, Littleton CO 80161.

ORCCON 11, February 12-15, 1988

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: ORCCON 11, c/o DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

FAL*CON I, February 19-21, 1988

This gaming convention will be held at the Howard Johnson Convention Center in Meridian, Miss. Guests of honor will include Steve Jackson, Dave Miller, Phil Foglio, and Robert Asprin. Scheduled events will include an RPGA™ Network AD&D® game tournament, open gaming, a video room, blacksmithing, cloth-weaving, and pottery demonstrations, an art show and auction, a masquerade party, a SCA demonstration, and much more. Membership rates are $20 for the entire weekend. Interested gamers may send their checks, money orders, or information requests to: FAL*CON, P.O. Box 4707, Meridian MS 39304.

NOT-A-CON, February 20-21, 1988

This mini-convention will be held at the Palmetto Ball Room on the Clemson University campus in Clemson, S.C. Activities will include an AD&D® game tournament, a CHAMPIONS® game tournament, and a miniatures-painting contest. Registration fees are $3, with $2 fees for tournament play. There will be a $1 fee for up to four entries in the miniatures-painting contest, with each additional entry over four costing $0.50. All preregistration fees must be postmarked no later than January 15, 1988. For more information, send an SASE to: Clemson University Adventurers' Guild, Box 9962, University Station, Clemson SC 29631; or call: (803) 656-6650.

CREATURECON 88, February 26-28, 1988

Sponsored by The Creature Shop, this gaming convention will be held at the Ice House Ball Room at the corner of W. Eldorado and Van Dyke in Decatur, Ill. Featured events include two miniatures-painting contests, RPGA™ Network tournaments (including AD&D®, MARVEL SUPER HEROES®, and TRAVELLER® games), open gaming, fantasy drawing contests, science-fiction games, a dealers' room, an art show, an auction, lectures on fantasy gaming concepts and on writing fantasy adventures, and a number of guest authors and lecturers. Registration is $15 through February 20, and $20 at the door. Preregistration fees must be paid in advance by check or money order, made payable to CREATURECON 88. For tickets or more information, send an SASE to: CREATURECON, P.O. Box 2875, Decatur IL 62526; or call: (217) 875-1316.

BASHCON '88, March 4-6, 1988

Sponsored by the University of Toledo Benevolent Adventurers' Strategic Headquarters, this sixth annual event will be held on the third floor of the University of Toledo Main Campus Student Union in Toledo, Ohio. This convention will feature

a host of events, including a games auction, a miniatures-painting contest, a game exhibitors' and dealers' room, an RPGA™ Network AD&D® game tournament, an AADA CAR WARS® tournament, a schedule of movies, as well as more than 120 other role-playing, board, and miniatures-gaming features. Steve Jackson will be this year's guest of honor. Send an SASE to: Student Activities Office, UT-BASH, BASHCON, 2801 W. Bancroft Street, Toledo OH 43606; or call: (419) 537-4654.

JAXCON SOUTH 12, March 4-6, 1988

This 12th annual gaming convention will be held at the Jacksonville Hotel on the Riverwalk in Jacksonville, Fla. Numerous miniatures, board game, and role-playing game events will be conducted. Other features include a large dealers' room, a flea market, numerous tournaments, movies, door prizes, and much more. Registration is $12 before December 15, 1987, and $18 at the door. Dealers are advised to contact: JAXCON SOUTH 12, Dept. D., P.O. Box 4423, Jacksonville FL 32201. Interested gamers should write to: JAXCON SOUTH, Dept. A., P.O. Box 4423, Jacksonville FL 32201; or call: (904) 772-9040 between 7 and 9 P.M. only.

CALCON III, March 11-13 1988

This role-playing, board, and miniatures-gaming convention will be held at the Glenmore Inn in Calgary, Alberta, Canada. Sponsored events include a major AD&D® tournament ($250 first-place prize offered), TUNNELS AND TROLLS™ games, a Monty Hall Bake-off Extravaganza, CALL OF CTHULHU® games, and a host of minor tournaments. Other events include an auction, miniatures competitions, a miniatures-painting contest, LAZER TAG® games, intros and demos of many RPG systems, and much more. Registration is $5 until January 1, 1988; $7 until March 1, 1988; and $10 thereafter. For more information, write to: CALCON III, P.O. Box 204, Station "M," 220 4 Avenue SE, Calgary, Alberta, CANADA, T2P 2H6.

TOTAL CONFUSION 2, March 11-13, 1988

The second-annual TOTAL CONFUSION game convention will be held at Clark University in Worcester, Mass. RPGA™ Network events will be held for AD&D® and CALL OF CTHULHU® games. Regular events include 10 "unlimited" AD&D game events, and CHAMPIONS™, DC™ HEROES, CAR WARS®, and numerous other board and role-playing game features. A miniatures-painting event, a dealers' room, seminars, 24-hour open gaming, and much more are also offered. Preregistration for all three days is $15, or $6 for each individual day. Registration after March 1 is $7 per day. Write to: TOTAL CONFUSION, 151 Chandler Street, Worcester MA 01609; or call: (617) 793-0853, (617) 562-2554, or (617) 755-4207.

SIMCON X, March 18-20, 1988

This convention will be held in the Wilson Commons on the University of Rochester's River Campus in Rochester, N.Y. Events include role-playing game tournaments, war games, miniatures competitions, movies, demonstrations, and a dealers' room. Registration is $5 before March 1, 1988, and $10 thereafter. More information may be obtained by writing to: SIMCON X, P.O. Box 29142, River Station, Rochester NY 14627; or by calling: (716) 275-9379.

POINTCON XI, April 2-3, 1988

The West Point Military Affairs Club is proud to sponsor this year's 11th-annual POINTCON. The convention will be held at the West Point Military Academy. All types of gaming will be featured, including miniatures competitions (ancient, Napoleonic, and microarmor), fantasy and science-fiction RPGs, board games, open gaming, and much more. Dealers will also be present for promotion and sales of games and related products. Preregistration is $4, or $5 at the door. This price includes entry fees into any events at the convention. For more information, contact: Tim Brown, Box 4377, West Point NY 10997; or call: (914) 938-4257.

MISCONCEPTION, TOO, April 8-10, 1988

This gaming convention will be held at the Auraria Student Center on 9th and Larimer in Denver, Colo. Featured events include AD&D®, BATTLETECH®, CHAMPIONS®, and SFB® game events, along with a host of other features. Preregistration fees are $3; at-the-door fees are $4. Tournament fees are $1 for each event. For registration payment or information requests, please write to: AGC, Metro Stare College, 1006 11th Street, Box 39, Denver CO 80204; or call: (303) 556-3320.

S.T. CON '88, April 8-10, 1988

This gaming convention will be held at the Marlborough Inn, 1316 33rd Street NE, in Calgary, Alberta, Canada. Guests will include Bjo, John, and Lora Trimble, Sonni and Dr. Ralph Cooper, Diane Carey, and Gregory Brodeur. Special events include an art show and auction, a costume contest, a short-story competition, a STAR TREK®: THE RPG tournament, a STARFLEET BATTLES tournament, and numerous mini-competitions. Registration is $20 before December 31, 1987; $25 before April 7, 1988; and $30 at the door. Single-day registration may be purchased for $15 a day. RPG tournament fees are $5 per player; STARFLEET BATTLES tournament fees are $2 per player. For more information, write to: S.T. CON '88, Unit #38, 3223 83rd Street NW, Calgary, Alberta, CANADA, T3B-2P9.

SYNDICON I, April 22-24

Sponsored by the Windy City Science Fiction Association, this gaming convention will be held at the Holiday Inn at 1250 Roosevelt Road in Glen Ellyn, Ill. Room rates for SYNDICON are $49. Jean Rabe, head of the RPGA™ Network, will be the Guest of Honor, with other guests to be announced. Featured events include a two-round RPGA Network AD&D® Feature game tournament and Masters game tournament, a one-round RPGA Network AD&D Team game tournament, a one-round RPGA Network AD&D Special game tournament, a PARANOIA® game tournament, MARVEL SUPER HEROES® game tournament, CAR WARS® event, an ILLUMINATI™ event, and much more. Registration fees are $12 if paid before March 1, 1988. The first 50 Saturday buffets are $9 each; Sunday's buffet is also $9. For more information, contact: WCSFA/SYNDICON, P.O. Box A3981, Chicago IL 60690; or call: (312) 462-7954.

CANGAMES '88, May 20-23, 1988

Canada's oldest and largest gaming convention will be held at the Carleton University Commons in Ottawa, Ont., Canada. RPG, miniatures-game, and board-game tournaments will be offered, along with an auction, a dealers' room, and a miniatures-painting contest. Tournament play is free; trophies will be awarded for best players. The convention starts at 4 P.M. Friday and ends at 4 P.M. Monday. Preregistration fees are $12 before April 1, 1988, and $16 at the door. For further information, contact: CANGAMES '88, P.O. Box 3358, Station D, Ottawa, Ontario, CANADA K1P-6H8.

GAMEX '88, May 27-30, 1988

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Pasadena Hilton Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: GAMEX '88, c/o Jeff Albanese, DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

SL RALLY '88, June 25, 1988

For the third year in a row, *On All Fronts* holds its annual SL RALLY with tournaments in SQUAD LEADER® and ADVANCED SQUAD LEADER® games. Held at the Holiday Inn in Conway, Ark., this year's convention will feature $100 cash prizes to be awarded in the ASL tournament. Other prizes will include terrific discounts on wargames at the Game Booth. Preregistration fees are $10 before April 16, 1988, and $15 thereafter. For more information, contact: On All Fronts, P.O. Box 265, Marshall AZ 72650.

GATEWAY 8, September 2-5, 1988

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: GATEWAY 8, c/o DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

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